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# Contents

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*Izuna: Legend of the Unemployed Ninja* ©2006, 2007 SUCCESS/NINJA STUDIO

18



WIN This  
Guitar Hero  
Controller!  
See Page 48



24



30



34



39



44



50



52



54



68



72



## Feature

### Getting Schooled in Games

08

## Strategy Guides

**Virtua Fighter 5**

18

**Bullet Witch**

24

**Izuna: Legend of the Unemployed Ninja**

30

## Previews

### Select Game Previews

34

### Upcoming Game Release Calendar

41

## Departments

### Reader Mail

42

### The Twisting Nether

44

### Gaming Gear

47

### Sound Test

48

### Games on Film

50

### Animation Station

52

### Action Packed

54

### Video Game Comics

56

### Online Gamer

57

### Gaming 2 Go

60

### Halo Insider

62

### Final Fantasy World

64

### Collector's Closet

68

### Sports Desk

70

### Japan Report

72

## Codes

### PlayStation 2

76

### GameCube

82

### Xbox

84

### Game Boy Advance

88

### Nintendo DS

90

### PSP

92

### Xbox 360

94

### Wii

96

### PlayStation 3

96

### Action Replay

97

### Mystery Codes

98

# GOLGO 13™

Please press START to begin.



# 1

PUSH START

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FINAL FANTASY XIII

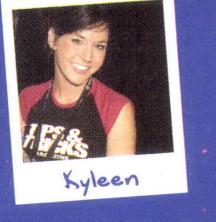
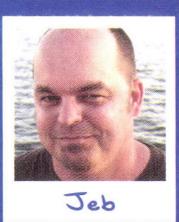
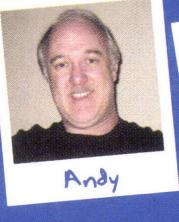
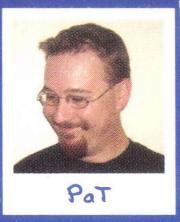
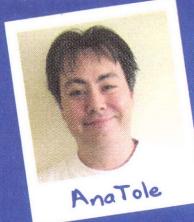
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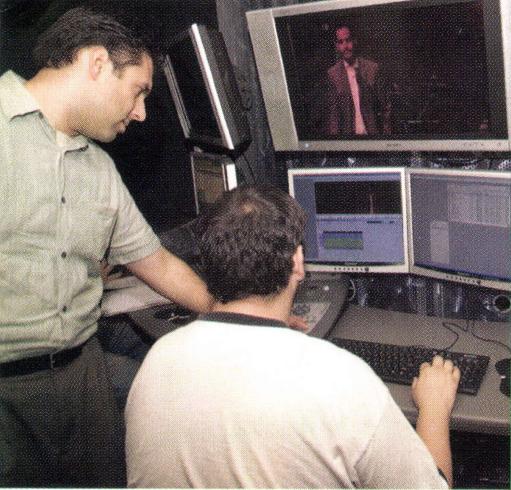
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# Our Gang



## Staff





# Getting Sc

## Want to Make Electronic Games

**10 years ago, there were barely more than half a dozen credible sources of education for students looking to get into the video and computer game industry. Since then, we've seen a virtual explosion of individuals and institutions seeking to exploit that vacuum—some of them even worth the money they cost to attend.**

From well-respected institutions like Full Sail, DigiPen, the University of Advancing Technologies (UAT), the Guildhall and the Art Institutes to less prestigious trade schools such as Westwood College and DeVry Institute (which, until recently, specialized in training people to drive the big rigs or score a job in some company's IT division), lots of places are competing to attract students who want in on the exploding game industry.

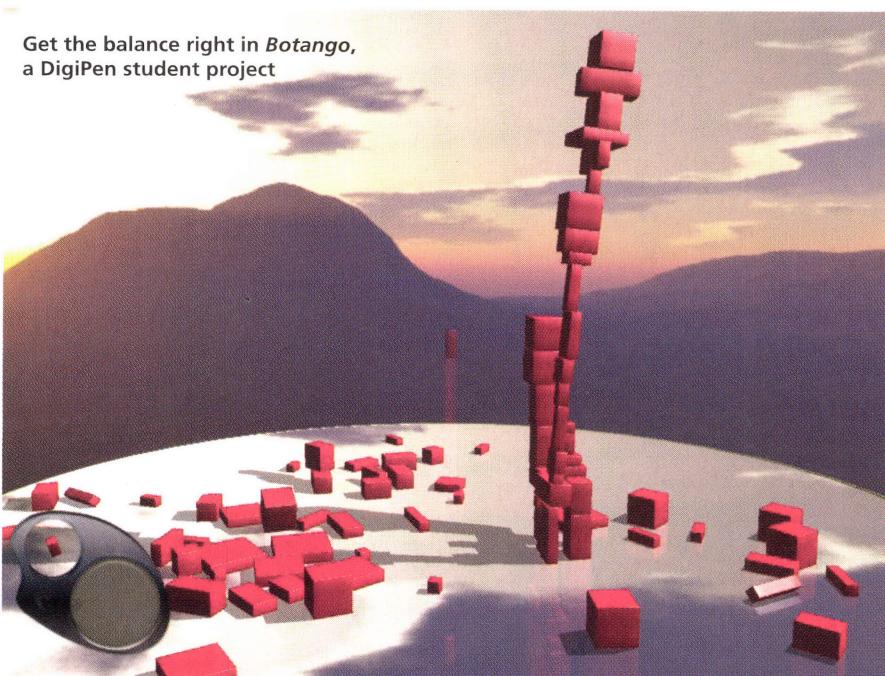
Given the specific requirements that would-be game developers must meet, training to make electronic games can be

a tricky venture. Many of the programming courses are so game-specific that if a student can't find a job in the development community, they may find themselves unable to translate their skills into alternate forms of employment...especially when their education comes from one of the training school combines, who are even now churning out graduates in game development. Many state-certified schools, in fact, won't even recognize the credits awarded at some game schools. In a sense, even the most highly-respected of these institutions are regarded as trade schools by the college and university mainstream.

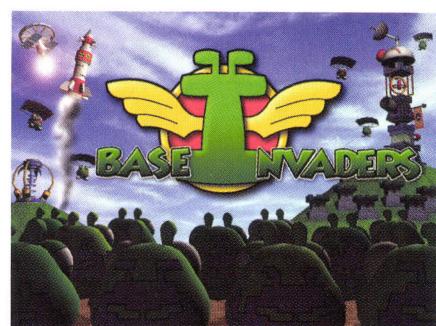
There was a time when a graduate from one of the top game schools moved automatically into the industry, but the sudden educational explosion in electronic game development has left some graduates from even the most venerable schools on the outside looking in. Moreover, these schools are expensive. But the top schools are nonetheless a dependable source of both foot soldiers and creative leaders for the next generation of game developers.

The one point that can't be argued, certainly, is the success and popularity of these schools, many of them created by visionaries like DigiPen founder and President Claude Comair. "I think it speaks volumes to the insight of Claude Comair to see the need for this back in 1990, when he first approached Nintendo of America with the idea of establishing a focused educational program for those wanting to pursue a serious career as programmers or production artists in the gaming industry," DigiPen veteran Raymond Yan tells *T&T*. "The reality is that after more than 12 years of teaching the program, there has never been more demand for highly-qualified people."

Alan Hromas, "University Evangelist" for the University of Advancing Technology (UAT) actually sees the proliferation of



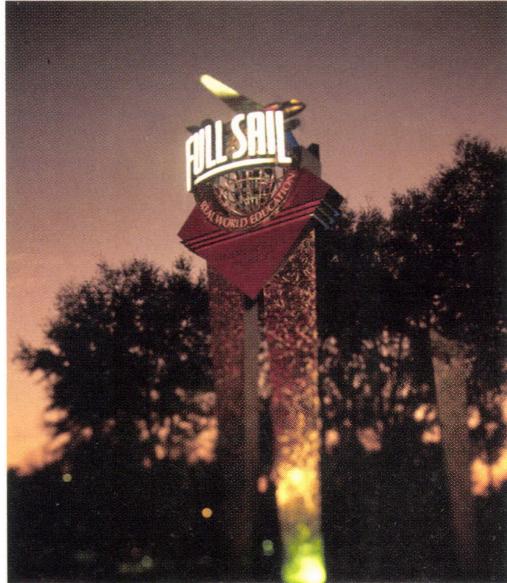
Get the balance right in *Botango*, a DigiPen student project



Students developed the logo for this DigiPen-produced game

# Hooded in Games

for a Living? Here's Where You Go to Learn...



Full Sail students get wired in one of the school's many labs



game development programs as "a positive thing, in one sense, since it means that something we have been doing since the early 1990s—i.e., educating students in the art of designing interactive 3-D worlds—is now being taken seriously in academia and in the professional world. But we have some concern that the field might be impacted negatively by institutions that 'churn' out graduates. It's a new field, and we've worked hard to create an environment in which its worth and merit as a legitimate field of study are valued. We created a campus culture that embodies the passions of our students. We are aware that each student's success is individualized, so it's not solely up to the educational institution. As a private college, we are pleased that more people are taking gaming seriously as a profession.

"There are needs for each type of graduate. At UAT, our focus is on outcomes—in this case, how many top graduates we are sending out to become leaders at leading com-

panies in the industries we serve. In addition, UAT graduates have the advantage of a classic, well-rounded education and the understanding of how that education impacts the greater societal whole. They have more to offer when they graduate than those choosing a more vocational path."

## Under Full Sail

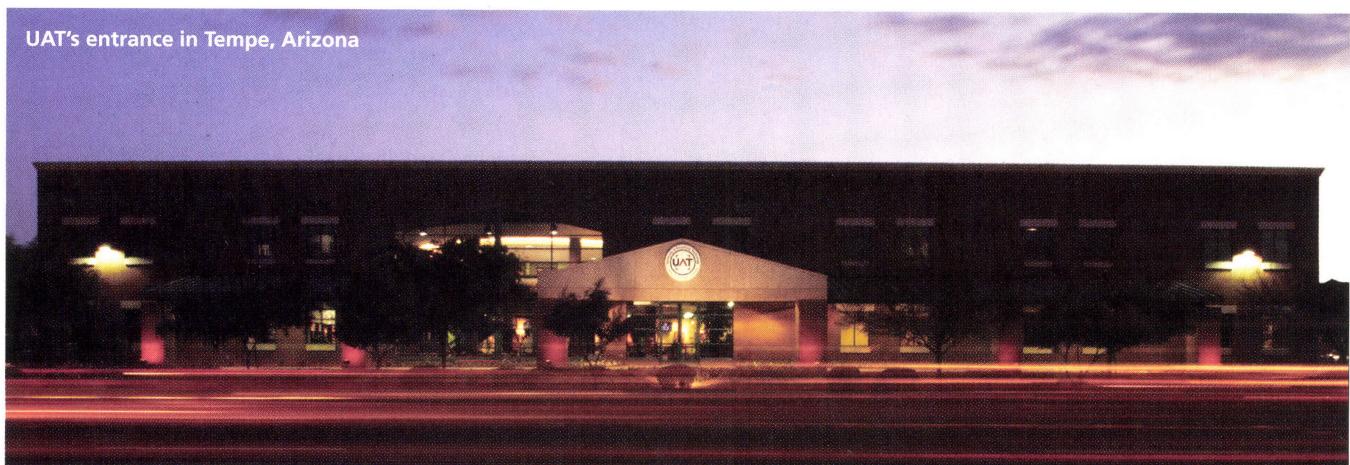
Perhaps the most celebrated of the game schools is Full Sail. A private, for-profit college based in Winter Park, Florida, it was founded back in 1979. This is no party school; the idea is to work like a dog and succeed in one of the school's degree programs (Computer Animation, Digital Art and Design, Entertainment Business, Film, Game Design & Development, Recording Arts or Show Production & Touring). Full Sail awards Associate and Bachelor degrees after 12 to 21 months of an accelerated education, with the emphasis on "accelerated." No game development school carries a

bigger reputation than Full Sail, yet its admission standards are amazingly flexible. "It's been a founding principle of Full Sail that everyone should be given the opportunity to [experience] the education we offer, and to that end, we have had many graduates go on to have successful careers in the entertainment industry—graduates who would have not had that opportunity had they been required to meet an SAT or ACT standard," explains Program Director of Game Development Rob Catto. "At Full Sail, along with the diploma, we require prospective students to answer introspective questions, agree to a professionalism contract and provide us with two letters of recommendation. With that said, the Game Development program is also a very challenging degree program that requires a strong foundation in mathematics and programming. To assess each applicant's skill level, we require them to take an assessment test which we use to determine what courses they should begin to start the program."

by Bill Kunkel

# Getting Schooled in Games

UAT's entrance in Tempe, Arizona



So if all you need is cash and passion, how can Full Sail handle the influx of new students? Rob explains: "Full Sail's unique approach of starting a new class every month gives prospective students 12 opportunities to embark on their educational career."

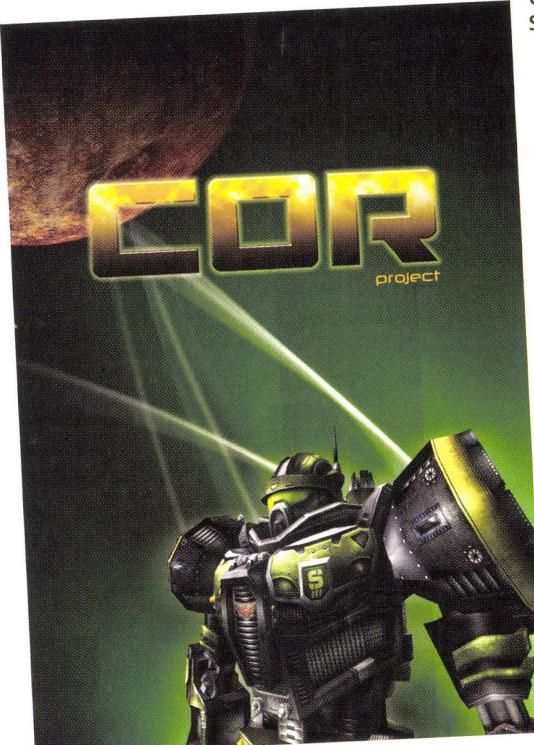
A list of Full Sail's graduates who have found their way into everything from video games to cinematic CGI is enough to moisten the palms of any prospective student. "It's very satisfying to have played a part in the success our alumni are having in their professional careers," Catto agrees. "Our latest percentages show that of the trained students that graduated from the Game Development Bachelors program, 83% gained successful employment."

Full Sail's modern and cutting-edge campus sits on 178 acres located in Winter Park, Florida, just outside of Orlando. "The campus offers state-of-the-art media production facilities, including 100 different studio/lab environments. Currently, Full Sail has over 5,000 students from all over the world enrolled in seven degree programs," Catto notes.

## Where U@?

In the city of Tempe, Arizona, resides one of the oldest, most respected gaming schools—the urban campus of the University of Advancing Technologies (UAT). "UAT is a private college for geeks," explains UAT Provost Dave Bolman. "The cool thing is that—in a real-world approach—UAT has created an environment

where creativity and interaction are nurtured. At UAT, technology is exposed and transparent—there are no mysteries, because technology is around every corner. Our student union, for example, never had pool or foosball tables, but instead offers gaming consoles with plasma TVs. This campus was designed specifically for individuals solely devoted to technology. We like to think of our school as the Juilliard of the tech world.



A UAT student project under development

"At the moment," Bolman confesses, regarding the campus, "it's looking a little less terrific than usual because we just started construction on a new dorm, Founders Hall. From the moment you step



UAT's Motion Capture and Compositing Studio

on campus, you will be immersed in a world of technology and surrounded by a welcoming community of geeks who 'get it.' From the miles of cables and walls of servers in the open-view server farms, to the vast array of industry tools and toys in the New Technology Lab, if you love technology, you'll feel right at home. And, let's face it, what could be wrong with 325 days of sunshine a year?"

On the subject of admissions, Dave is forthright. "We have a number of technology disciplines that students are intent on studying. Our criteria for admissions are specifically listed in our institutional catalog ([www.uat.edu/catalog](http://www.uat.edu/catalog)), but I feel it is important to note that here at UAT we are ultimately looking for a good cultural fit. When we review a student's application, we consider academic performance (GPA, SAT, ACT) alongside their overall cultural fit—or as we call it, their 'geek factor.' For example, the person who has been building robots since they were six and filled out their Application for Admission to UAT in ASCII would ultimately have a better chance of getting in over the person that got a 2400



A wide range of art styles from DigiPen character designers



The world-famous DigiPen campus in Redmond

on their SAT but who ran with the crowd that made fun of the geeks.

"Ultimately, the point here is that the students we attract want to be here. They have sought us out because we identify with them, and they identify with us. UAT is not an environment for wanna-bes. Those individuals who only think they want to pursue a career in game design won't cut it here. Our students know what they want and we give them everything they need to embody their passions."

## The Digital Pen

DigiPen opened in Vancouver, British Columbia, but in the late '90s founder Claude Comair transplanted his school to Redmond, Washington, home of Nintendo of America (in fact, the campus rents space in a warehouse owned by Nintendo and the two have worked closely ever since) and Microsoft. By the time of the move, DigiPen had become the first school

to teach video game development and bestow Associate and Bachelor of Science degrees in Real-Time Interactive Simulation (RTIS) as well as a degree in 3-D Computer Animation. If you make it through this notoriously difficult curriculum, you will have mastered C, C++, 2-D Windows GUI and 3-D graphics.

"My recommendation is that individuals who are in the process of deciding on what school to attend should look beyond the glitz you find in marketing materials and truly understand the philosophy behind how a given program is put together in order to ensure that the program will meet their goal to enter the game industry," advises DigiPen's Yan. "One way to do this is to ask to spend some time within the school's program to sit in on the classes and specifically, to talk to current students who should be a program's best references. This is something we do at DigiPen, because we recognize that due to the rigor of our four-year program, DigiPen is not for everyone and this is a great way for the potential student to really see what we are all about. If, in the end, we are not a good fit, I think having other options through other institutions is a good thing."

If Full Sail is the Harvard of game schools and UAT the Juilliard, DigiPen is the MIT. According to former student Steven Joseph: "It's no secret DigiPen is tough academically. I've been told from previous graduates that our curriculum is much easier than what they had to go through, but

the material is in-depth, complicated and expansive. We average over 20 credit units per quarter in order to graduate in four years, but in my experience, a DigiPen credit unit is nothing like a normal university's credit unit. In college, I remember having to pull all-nighters studying for fi-

## JUST THE FACTS

In terms of the incoming freshman class, here are the average scores for students admitted to UAT:

HS GPA	3.11
SAT score	1616 (2400 Scale)
SAT score	1294 (1600 Scale)
ACT score	23

Undergraduate tuition at UAT for 2007 is \$7,900 per semester. Owing to the school's Year-Round Balanced Learning program, you can graduate in less than three years.

## Financial Aid

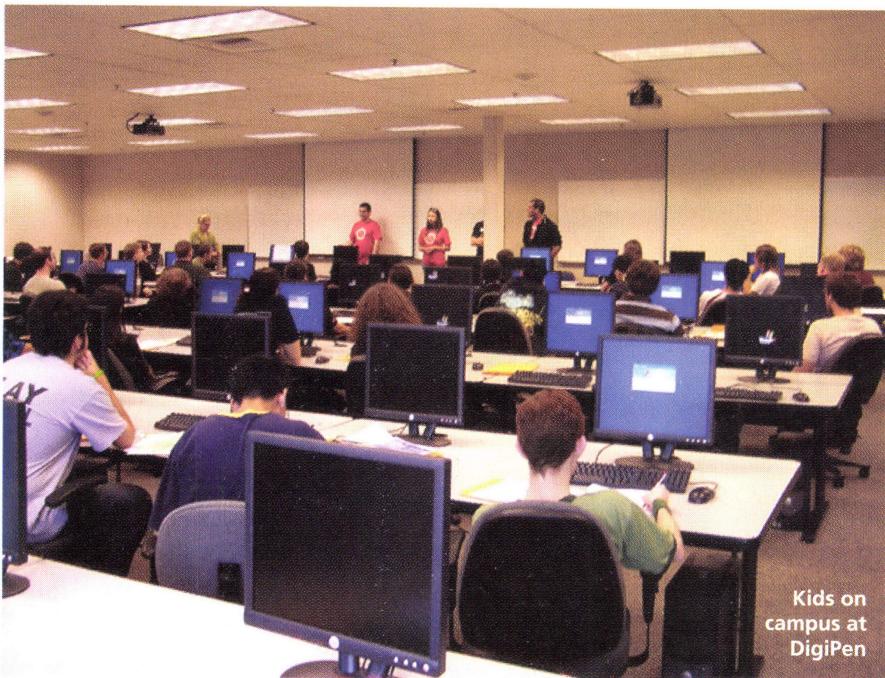
Average first year aid received by freshmen: **\$11,784**

Percentage of aid recipients in average freshman class: **84%**

Percentage of freshmen who received UAT academic scholarships: **26%**

Average scholarship per academic year amount: **\$1,200**

# Getting Schooled in Games



Kids on campus at DigiPen

nals or finishing up a paper, but there was always time to hang out with friends, go out on dates, and relax a little. At DigiPen, however, the workload was so intense that working until the wee hours was routine, and procrastination was suicide. Many students take five years to complete the course, or, like me, take a full complement of classes during summer quarter to skim off three or four units during the rest of the academic year. Overload and burnout is common."

Sounds pretty tough for a "trade school."

"There are effectively two different tracks at DigiPen: science and art," Yan explains. "Due to the significant amount of math and science within the curriculum, applicants interested in our Bachelor of Science degrees in RTIS or Computer Engineering are required to complete math through pre-calculus with at least a 3.0 GPA.

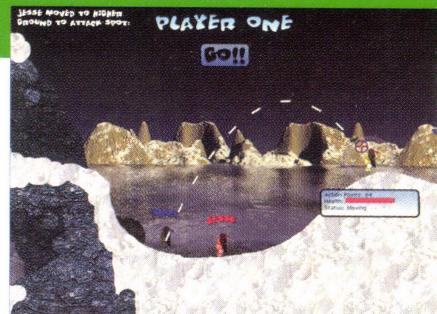
For the Bachelor of Fine Arts in Production Animation degree, applicants have to provide a portfolio for evaluation, of which at least half must be drawings from observation. Tuition is on a per-credit basis, and with students averaging about 18-20 credits/semester, students can expect to pay approximately \$15,000/year. Both Bachelor of Science degrees are 154 credits to complete, while the Bachelor of Fine Arts is 144 credits in total."

DigiPen's physical campus is urban and lacks the scenic grounds of a traditional college, but it's what's inside that counts. "We have the usual classrooms and labs you would expect," says Yan. "As you may know, DigiPen is actually located within one of Nintendo of America's buildings in Redmond, Washington." He then hastens to add: "Just to be clear, DigiPen is not



The next *StarFox*? A DigiPen student hopes so

owned by Nintendo nor is there any expectation that our graduates will only ever work for Nintendo...in fact, the reality is that only a very small percentage of graduates move on to work for Nintendo. The majority goes on to work for the many different developers in the industry, ranging from cell phone development to next-generation game consoles."



The opening screen for *Icewars*, a DigiPen student game project



A DigiPen project offers an angled top-down POV

## The Guaranteed Gig?

Early on during DigiPen's evolution, the word began to spread that DigiPen's grads were "guaranteed" employment in the game industry. Many of the students themselves believed this to be true, especially after a report on the high-end game schools that appeared in *Rolling Stone* seemed to confirm the myth as reality.

"For the most part it was accurate," Steven Joseph told us regarding the *Rolling Stone* report. "For instance, there are people playing *Magic: The Gathering* in the lunch rooms pretty much all day, many students really do live on a diet comprised entirely of 7-11 goods, and several students are well-known to be 'furries.' *Rolling Stone* called DigiPen heaven for game geeks. I'm not afraid to admit it: I wasn't geeky enough to relish the DigiPen experience.

"Some things the article got wrong, however," Steven concedes. The article's author wrote, for example, that approximately two-thirds of all DigiPen students drop out before graduation, lured away by \$60,000 salary offers while the humongous game production machine hungrily snatched up the actual graduates. "I wish this were the case!" Steven laments.



Girls learn how to make video games from Full Sail Real World Education instructors

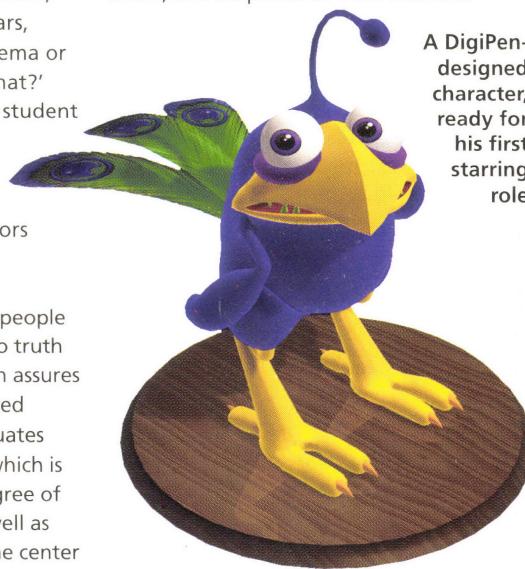
"Many of my friends and colleagues have been unable to find a job putting our highly developed and specialized skills to use, and we all graduated last April. Lots of us have taken jobs anywhere we can, whether it be stacking boxes at Sears, tearing ticket stubs at the local cinema or asking 'Would you like fries with that?' Anything to pay off our enormous student loans. That isn't to say that no one gets hired doing what we've been trained to do, but we don't get companies pounding down our doors upon graduation."

"While I can understand how some people may think this, there is absolutely no truth to this urban legend," Raymond Yan assures us regarding the everybody-gets-hired hype. "It is true that DigiPen's graduates have a very high placement rate—which is due in no small part to the high degree of knowledge and skill they have, as well as the fact that DigiPen is located in the center of a major game development community. If you look at what our students have to go through to complete their education (and not everyone makes it), it is not difficult to understand why DigiPen graduates have been so successful."

"Uh, no, there are no guarantees," agrees Jason Pistillo, UAT's Chief Technology Officer. "This is a hard industry. Gaming is an

entertainment industry. Students have to pay their dues; get out of their shell; meet lots of people; work on and complete large, complex team projects that they can show; and be proud of their works at

A DigiPen-designed character, ready for his first starring role



events like the Game Developers Conference. Throughout it all, we're there every step of the way. We work hard to help them build the connections to alumni in the industry, and those already in the industry that we have made connections with. We require a complete and thorough portfolio to graduate. But, as the saying goes, 'you can lead a horse to water....'

"Still, we are confident and proud of our alumni in the field. Those that work hard, try hard and treat this seriously do very well. Education, as a whole, is about creating the opportunity to do what you love.

"Those that saw a quick 30-second commercial on TV," Pistillo says, with regard to the saturation ad campaign that shows three youngsters watching a computer game as a realistic presentation of a career in the game industry, "and think this industry is about playing games, not programming a physics engine and being the PR person for your MOD project, will fall short."

"According to our I.E.P., the placement rate for the 2005-2006 academic year demonstrated that 79.2% of our graduates begin a career in the field of their choice, or a related field, upon graduation. But the reality is that it's not possible for any college to actually guarantee that. A good number of our graduates choose additional, graduate education and don't enter the job market immediately. Because of our internship program, many students are actually offered jobs before they graduate."

Full Sail's Catto, meanwhile, sees it this way: "One can gain a great amount of knowledge through traditional education,

# Getting Schooled in Games



and many do, but it is not for everyone. We do not compare ourselves to traditional institutions; however, we offer an alternative to the traditional curriculum and pace for those who don't want to spend four years at a university. Many of our courses are traditionally structured and provide the same foundational skills one would receive in a university. In other words, the theory is the same, but the application is game development-specific. Instead of labs and projects dealing with business applications, our program focuses on game-programming concepts. Therefore, yes, focused training is the point, but the education is software engineering and many of our grads go on to do business application programming and simulation."

## Myopic or MySpace?

The most common criticism heard regarding game schools is that the training is so focused on game development that students aren't able to transfer their game-focused training into alternate areas of computer programming. Which begs the question: Is that a bad thing?

"In DigiPen's case," Raymond Yan explains, "one way to consider our 'gaming focus' is that it is really a learning vehicle. In other words, it is a way for us to teach computer science, computer engineering and production art in a way that is interesting to our students. The fact that our students are motivated to work in the gaming industry

allows us to teach very difficult subjects, whether we are talking about the art or science programs. As an example, we teach linear algebra, a subject that many students find very difficult. However, when they realize that having the ability to manipulate matrices will allow them to move sprites or 3-D objects, the students buckle down and learn the material.

"One point I'd like to raise on this subject is a common question about why we don't simply teach our students the various tools in use by the industry. Why teach the 3-D graphics pipeline or physics when developers are likely to use a library or game en-

gine? It's a good question, and the answer is found in DigiPen's underlying philosophy of teaching students how to produce their products from the ground up, with no dependency on any specific programming language, development environment or graphics tool. For an industry that depends on innovation, often on new hardware, we believe that this is a critical issue.

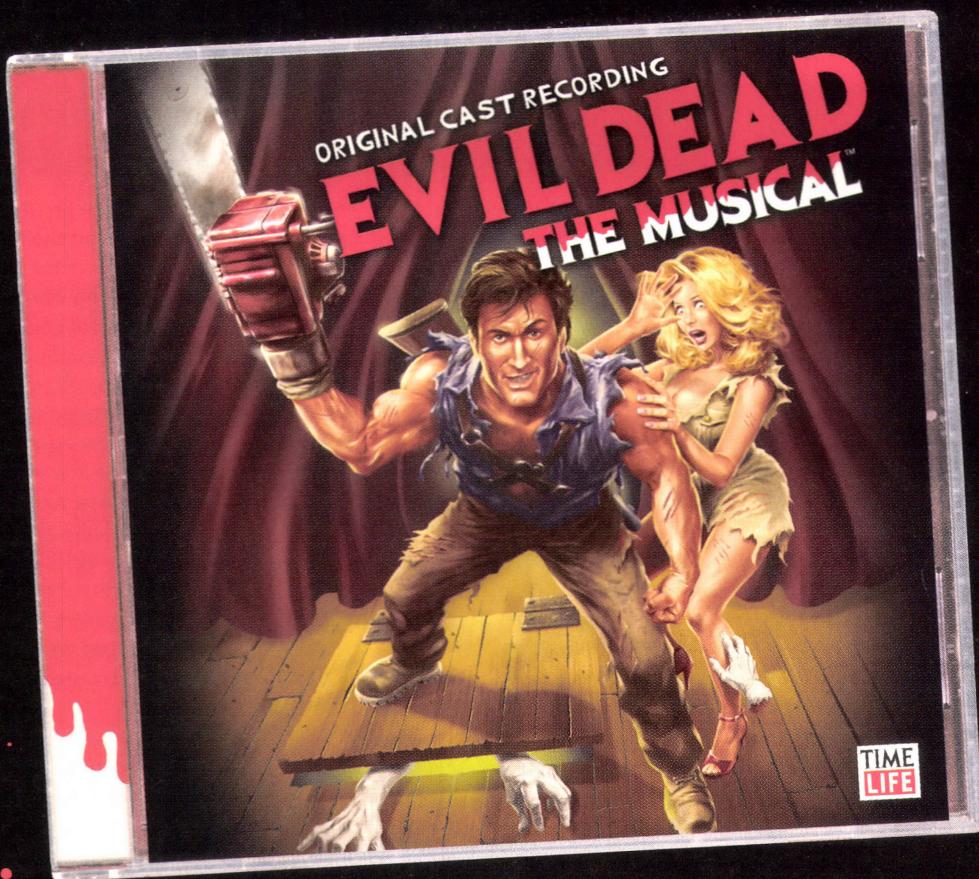
"This past summer, we recently held a competition sponsored by Toyota to create a mobile phone game using J2ME—and we don't specifically teach 'mobile phone development,' nor do we teach J2ME. Yet our students were able to take their fundamental knowledge of game programming to produce games within a three-month period. What happens if the physics engine uses too much CPU power on a given platform and the programmer has to come up with a way to 'cheat' the physics? What if the profiler that a developer uses to measure the load on the CPU does not measure the specific element the programmer needs in order to see why the frame rate is not at the level it should be? Perhaps the animation engine does not fit the needs of a specific game. In all of these circumstances, having programmers who can write their own physics engines or tools can help mitigate the circumstance where the game design has to be changed due to tool limitations. Even if you want to use an artificial intelligence engine, don't you think it is important to understand what is going on inside that 'black box' before you decide which engine to use?



# COME GET SOME!

"EVIL DEAD—THE MUSICAL WAS EVERYTHING  
I HOPED IT WOULD BE: OUTRAGEOUS,  
HIGH-ENERGY, AND REALLY FUNNY."

— BRUCE CAMPBELL



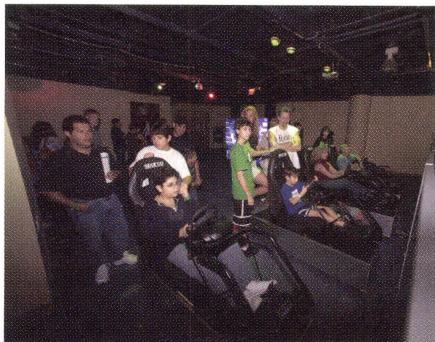
The cult-classic horror movie from director Sam Raimi (*Spider-Man*) is now a hilarious Broadway musical! Featuring such (soon to be) classics as *Ode to an Accidental Stabbing*, *Housewares Employee*, and the show-stopping *Do the Necronomicon*.

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# Getting Schooled in Games



Players feel the heat of competition and the eyes of the crowd at the OTROICON Cyber Triathlon

"So going back to the original question, someone who has the ability to create games from the ground up can certainly program a word processor or database program. Someone who has the knowledge and skill to draw using traditional tools such as pencils and paints can certainly apply themselves to other areas of production art."

DigiPen alumnus Steven Joseph agrees that DigiPen's brand of specialization shouldn't be considered a disadvantage. In fact, he feels that the school is widening its curriculum too much. "It seems odd to me that specialization is taken as a mark against the school. In fact, I think their recent broadening of the curriculum is [worse] than being too specialized. In talking with those who graduated years before me, it became evident that they learned a good deal more about programming and game design than I did in my journey through the school. In defense of my education, I did pay several thousand dollars in DP tuition to read some good works of literature, learn the principles of drawing, and learn a bit about how robots work. Whether these abstract topics



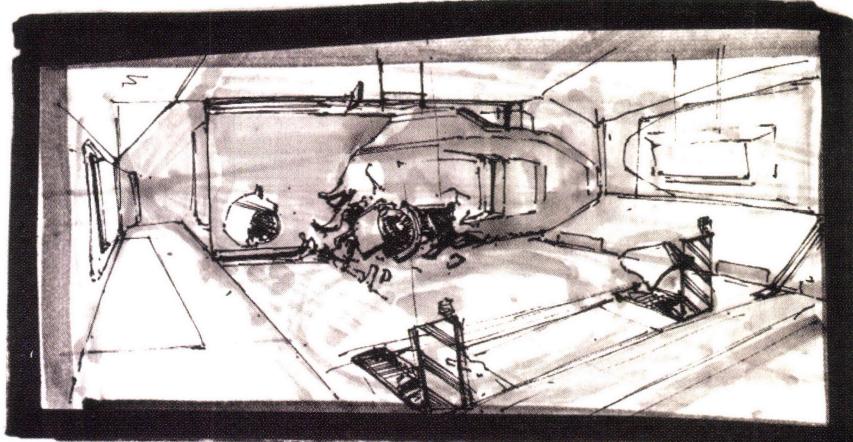
PHOTOS COURTESY ORLANDO SCIENCE CENTER

will ever come in handy is yet to be seen, but in arguing the quality of my education versus those of my predecessors, they failed to convince anyone of its validity.

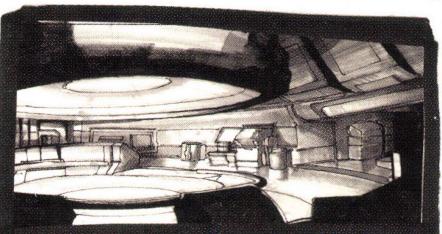
"Still, the education one obtains from DigiPen is highly focused on building the specific skills needed to become efficient, well-educated game programmers. If one attends this school, it's because one fully intends to be a game programmer, not a Web developer or business application engineer; it is this high level of specialization that one expects. To transform a person from 'gamer geek' to 'game programmer' in only four years requires an intense educational undertaking, and broadening the curriculum to produce more well-rounded programmers would seriously detract from the education we came seeking. While the programming techniques we learn are specific to video games, anyone intelligent and diligent enough to have

made it through the DP program should be able to expand their skill set without much trouble to make them capable in any programming environment, even though the school does not directly provide the education for such. For example, I often take contract work doing Web programming and building online databases using skills and programming languages that I picked up in a matter of days using my education as a basis. It has been said that efficient game programming is the epitome of the field; not only do we have to design and build massively complicated systems that require intense computational power, but we have to make it run at 60 frames per second to boot."

The tightrope walk of focus versus a well-rounded educational experience is approached from yet another direction by UAT, whose Alan Hromas explains how



A trio of environmental game sketches





that school attempts to offer a meeting point for game development training and a mainstream education.

"We are a private college with all the trappings related to being a complete college. Students have to write their English papers, take their math and public speaking classes. Our gaming majors, while certainly they are currently in vogue, represent only a portion of the overall collegiate curriculum. Students take classes from the other majors regularly (ex. Information Security, Animation, Programming, etc.), and so,, while some students may focus their studies in a very narrow field inside of game development, many will enjoy a holistic, multi-disciplinary experience among the technology disciplines.

"UAT students get a healthy dose of liberal arts and general studies. This is one of the major points that we feel differentiates us in this market. Our main focus is to create innovators. A UAT graduate in any discipline is taught to innovate and create beyond their time here on-campus. Our

focus is not to teach students only tech skills, but to think, to synthesize and to create. If you are looking to be spoon-fed and obtain an education stamped out of some gaming-program mold, UAT is not for you. While UAT game students focus on their niche, they are also learning about the broad impacts of all technology and getting a well-rounded college education. Because of this, they can apply their thinking skills to all aspects of technology as it continues to evolve.

"UAT offers, and encourages, students to take courses outside their major in an effort to understand the big picture. Classes like Applied Game Theory, Art History, Basics of Music, Special Effects and Character Make-up culminate with [instruction] in sword fighting (to mimic realistic movement), for example, all to give our students the best opportunity to find their niche and be successful in their passions. The quest is to obtain a deep understanding of a really basic question: What makes the game fun? The challenge in creating games is taking the cool elements of fantasy or reality and making them really awesome!"

## Special Events

As befits the leading institutions in their field, the top game schools both stage events and encourage their students to jump right in to game developing competitions. For the second year, for example, Full Sail served as presenting sponsor for the Otronicon, described by Catto as "a 10-day exploration into the world of video gaming held at the Orlando Science Center. The premiere event in January 2006 was a great success, attracting more than 16,000 guests to experience how the cultural phenomenon of video games and digital media is changing the fields of art, education, business and military training. "This year's Otronicon event combined the entertaining world of consumer video games with an insider's view of the art, technology and science that form the foundation and the future of the video game and simulation industries. Families and individuals of all ages experienced playing on more than 100 gaming stations; popular arcade games of the past; simulators used for military, commercial and in-

# Getting Schooled in Games

dustry training; competition in daily and national gaming tournaments; participation in a Cyber-Triathlon; and the discovery of how games are made as well as learned how to make their own games through the workshops provided by Full Sail. The workshops covered every topic from creating a game to workshops for parents to understand the interest of games, to even workshops especially for young girls interested in the game design industry."

DigiPen, meanwhile, believes that its students learn best by doing. "Our game theory and interface design material is taught within our various projects courses," explains Raymond Yan. "The students produce games throughout the four years at DigiPen, not just their final year, and I think if you look at the fact that DigiPen students have won numerous awards for their games, it is definitely a myth that we do not teach game design. At this year's Independent Games Festival Student Showcase competition, DigiPen student projects make up three of the 10 games, which I believe were selected from a pool of over 100 games. In fact, since the start of the IGF Student Showcase, we've had 18 games selected for this category and I believe we are the only school that has placed student projects nominated in the IGF 'Design Innovation' category, which is open to all independent game developers (one of the games, *Bontago* actually won the award in 2004). From my perspective, the reason for our students' successes is the fact that you have highly passionate game players who have the real skills to take their ideas and make them a reality."

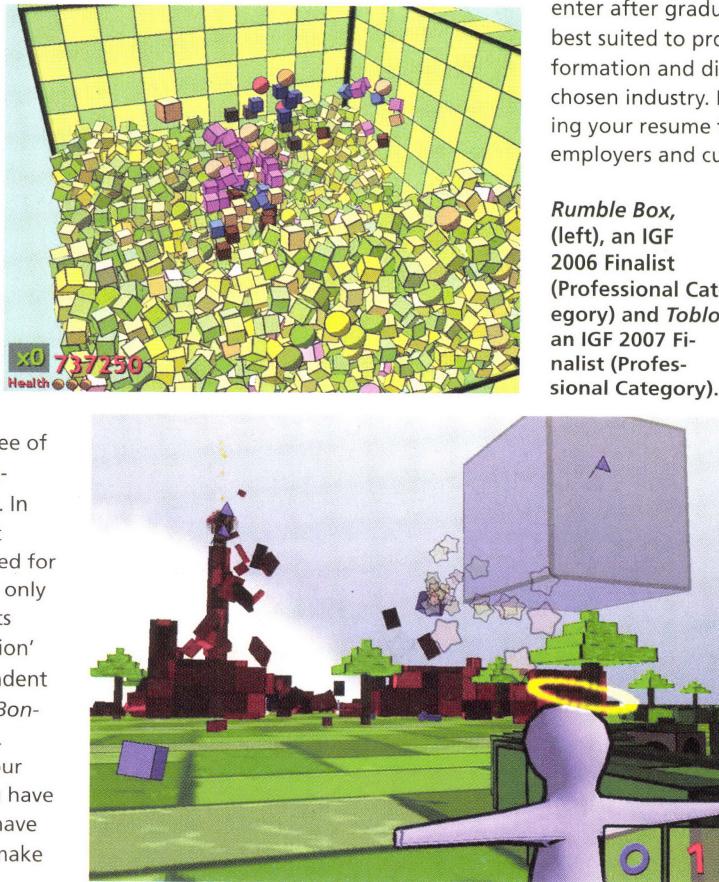
By the way, Yan adds, if you'd like to sample these games, you can download them from [http://www.digipen.edu/main/Award\\_Winning\\_Games](http://www.digipen.edu/main/Award_Winning_Games).

## Making the Transition

Although the classes are tough, the hardest part of the process inevitably occurs after graduation when it's time for the students to move on and become professionals. The better schools all have programs for assisting with that transition. "When you are in college, you are not just attempting to fill the current industry

needs based on what the current job market is demanding," UAT's Alan Hromas points out. "We are intent on bringing students into gaming who can add something valuable to the overall industry today and well into the future. We're here to break down the genres.

"Our Career Services department develops and maintains relationships with our alumni and external constituents in the industry. Events hosted on-campus—our



Technology Forum for example—bring the industry's brightest and most successful to the University to speak directly to our students on industry trends, best hiring/interviewing practices and to hear about emerging technologies from people who make them, all while offering a tremendous dose of real work applications for success."

"Full Sail maintains a Career Development Department of 36 people, all carrying specific roles in helping to coordinate a student's launch into the industry," adds Full Sail's Catto. "Early on in the educational program, a student will be invited to take part in our weekly Open Door Meetings

(as their schedule permits). These meetings will begin to shape a vision of the industry and give direction on research and development of a game plan prior to graduation.

"About three months prior to graduation, they will be eligible for full-time appointments with a Career Development Advisor. Your Advisor is 'Industry Specific,' meaning that they focus most of their attention on the industry the student is seeking to enter after graduation, and therefore are best suited to provide you with current information and direction regarding their chosen industry. Everything from finalizing your resume to reviewing potential employers and current job leads will be

*Rumble Box*, (left), an IGF 2006 Finalist (Professional Category) and *Toblo*, an IGF 2007 Finalist (Professional Category).

covered at this time, and for as long as the student remains active with the Career Development Department. Our service will be available to graduates for the lifetime of their career, should they ever need to change direction or location.

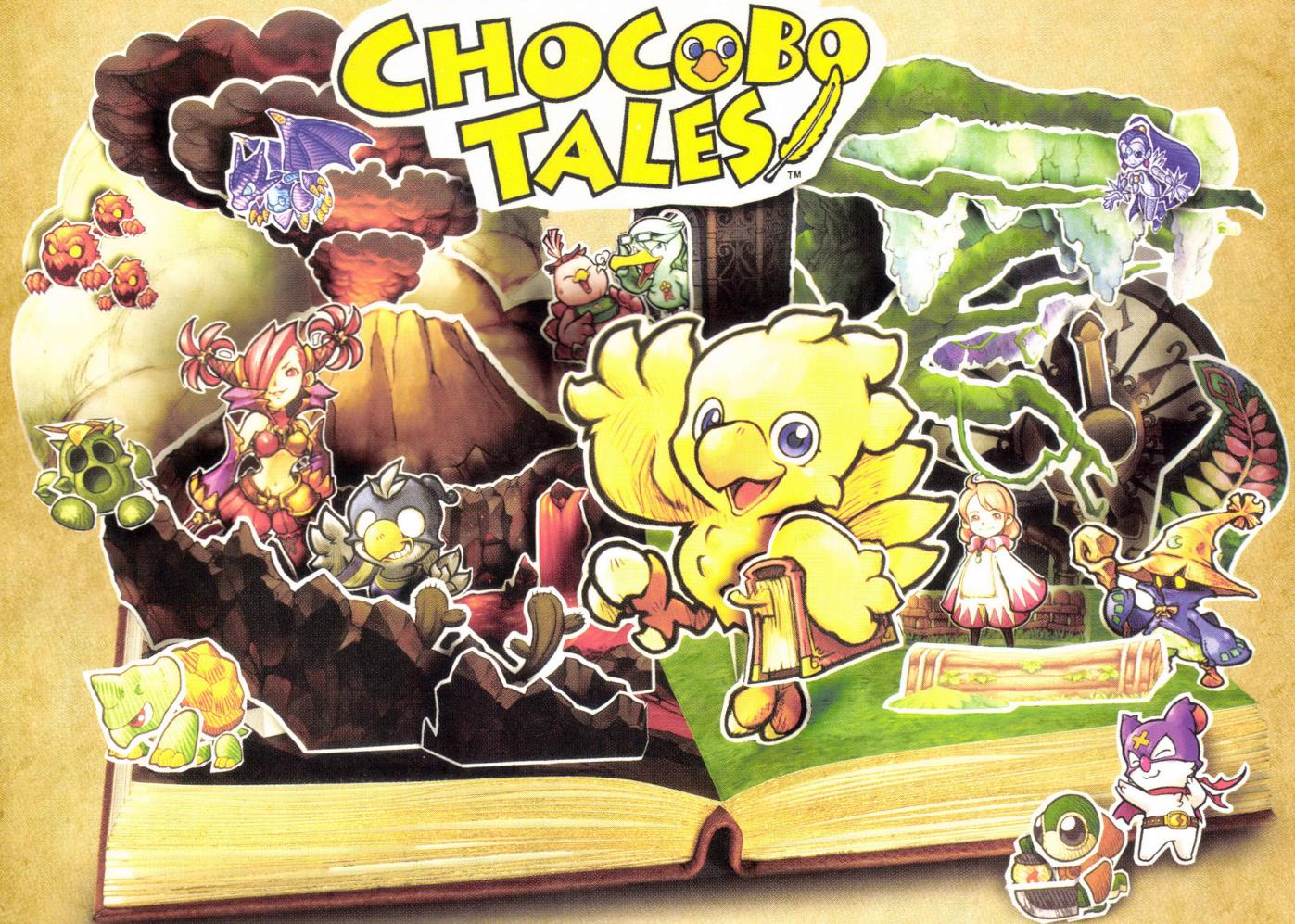
Overall, the Career Development process is an extremely valuable networking tool that has been put in place to supplement the active process of each graduate's search for employment."

But despite the best efforts of the best

game schools, we'll leave the final sobering word to Steven Joseph, our DigiPen graduate. "My current position is 'unemployed,'" he admits. He was briefly employed in the game industry but found the experience singularly unpleasant. As a result, he concedes, "I'm not trying too hard at the moment. Like lots of us, I was without a job for months after graduation, until I talked myself into a small position at [a small development house] doing network programming for the Nintendo DS. I know it's a cliche at this point, but that first job was so incredibly disillusioning that it lasted a scant three months, and I've been a little hesitant to get back into the game, so to speak." **T&T**

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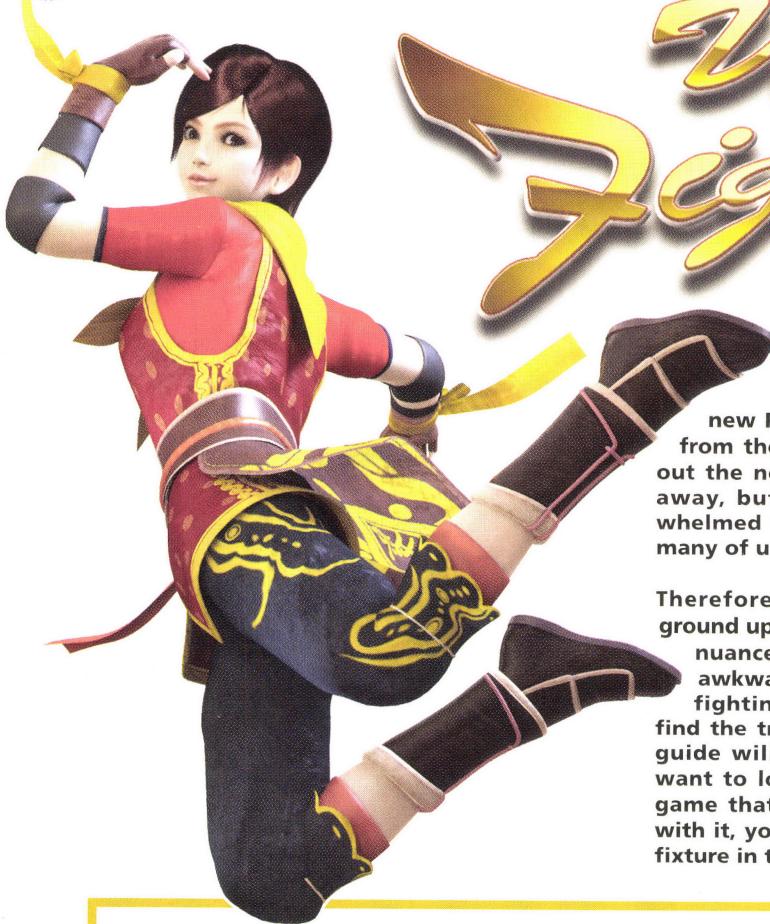
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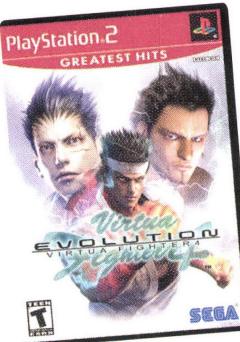


# Virtua Fighter 5

TM

The most respected franchise in fighting game-history has been updated in a huge way with this new PS3 release. Fans of the series who've been following from the beginning can just jump into training mode, figure out the new changes to their old favorites and start battling away, but new players may find themselves slightly overwhelmed with all of the technical concepts and features that many of us take for granted.

Therefore, this guide intends to get you running from the ground up with a basic knowledge of *Virtua Fighter*'s intricate nuances so you can get started playing with minimal awkwardness. If you're a competent player at another fighting game that still gets heavy rotation, you'll find the transition a lot easier, as the latter part of the guide will provide tips for which characters you may want to look into first. *Virtua Fighter 5* is a very deep game that can be frightening at first, but if you stick with it, you'll quickly find out why it's been such a solid fixture in the fighting-game community for so long.



## Basic Knowledge

As luck would have it, most of the VF-specific techniques you'll need to learn for basic understanding can be found in *Virtua Fighter 4: Evolution*, the previous release for PlayStation 2. The training mode in that game is more complete than any printed guide one could come up with, filled with a breakdown of everything you need to know to use your character to his or her best potential (with, of course, a few modifications for the new abilities gained in VF5). I'll review the majors here briefly, but if you'd truly like to gain an understanding of how VF5 works and become a great player, you really owe it to yourself to go out and pick up a copy of the previous game. As it's a "Greatest Hits" release, you can easily find it brand new for 20 dollars or less at your local game store.

That being said, here are some things you should know right away to begin your adventure into the wide world of VF5:

### Frame Advantage

Similar to the concept in Tekken (see our September '06 issue, #139), frame advantage plays an even more important role in the *Virtua Fighter* series. All attacks have a set length of animation before they can hit the opponent and after which you are vulnerable and can't block or evade. Also, when you or your opponent block a move, it takes them a specific amount of time (depending on what move was blocked) to be able to try to hit you back. This is the nuts and bolts of frame advantage.

Any time you recover before your opponent can safely hit you back, you are considered to have frame advantage. Certain moves (like crouching P) are very fast and generally leave you at neutral advantage when blocked or a slight advantage when they hit. Once you have a slight advantage, you can use it to start a move that takes a bit longer to come out relatively safely, because your opponent cannot react quickly enough to interrupt it. If you hadn't thrown that crouching P first, then they could easily throw out a slightly faster move simultaneously and you'd get stuffed.

Also, because throws in VF5 come out at 12 frames, any time you're at a 12-frame-or-more disadvantage, you'll be in a guaranteed throw situation. This is another VF-specific concept we'll discuss in detail.



## Throwing, Escaping and (NEW!) Throw Clashes



As previously stated, throws in *Virtua Fighter 5* take 12 frames to actually grab you. Accordingly, if you attempt a striking attack that comes out faster than 12 frames simultaneously with a throw, you will beat it cleanly.

Previously in VF4, when an attack and a throw occurred at the same exact time, the attack would always win. However, a new "throw clashing" system has been implemented in VF5. Any time a strike and a throw occur at the same time (frame-wise), the moves will cancel each other out (clash) and both combatants will be returned to a state of "neutral advantage." This system is a tremendous help for characters who rely on throws, as it's of course preferable to lose advantage rather than get beaten outright. If you're very mindful of your situation and opportunities during battle, you can force a lot of relatively safe positions for yourself.

Now, being on the other side of the throw game is a whole other headache. Sometimes you're just going to get thrown, be it if your opponent gets a lucky evade or you just REALLY wanted to attempt a move with way too much recovery and crapped out.

In this situation, you should definitely attempt a throw escape to keep your opponent from damaging you for free.

When attempting to escape a throw, you have a small window (roughly ten frames) to input several escape commands after your opponent begins the throw startup. You don't have to wait until you're already being thrown or your move ends; start mashing out throw escapes IMMEDIATELY as soon as you know you'll be thrown.

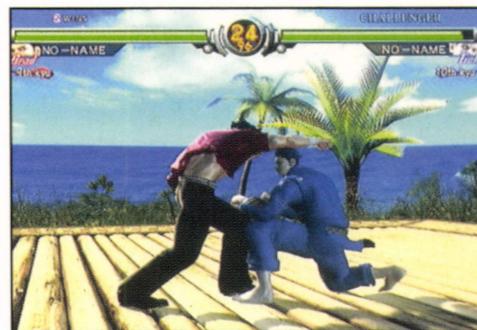
All throws in *Virtua Fighter* end in a single direction (except of course the basic P + G throw). To escape, you must correctly input the direction of the throw that your opponent has attempted. You get several tries within the 10 frames at the beginning (depending on your finger speed). The best way to cover yourself in a situation where you can't avoid being thrown is to input escapes for the opponent's strongest throws, then mash out whatever you can manage after that. Limiting the opponent's damage options is a key component to any fighting game, especially *Virtua Fighter*.



## Movement

One of the worst things many new players do in fighting games is just stand still. This is horrendous, as it completely hamstrings all of your character's natural advantages. It's very, very important to move around and only attack when your opponent is within range of any particular move. Leaving yourself open by just swinging wildly will get you steamrolled immediately in VF5. So what should you do instead?

Long a staple of the VF series, crouch-dashing is a solid way to go. By pressing ↗ ↘ or ↕ ↖ quickly, your character will move quickly in either direction while leaning down to keep themselves a much smaller target than normal. This small movement is critical to shifting in and out of range of your opponent, as it can be endlessly chained together and used interchangeably to keep your opponents guessing. Also, while crouch-dashing you are considered to be in a full crouch state, so you can freely do moves that would normally require you to be stationary and crouching at any time during the dash. This gives you significantly more offensive options than regular walking and lends greatly to your mix-up game.



A brand new option in VF5 is offensive movement, which was added to the previously available evade motion. While evading allows you to sidestep most non-linear attacks, offensive movement lets you make a quick step-in toward your opponent to cover space quickly once you've evaded (successfully or unsuccessfully). Just press all three buttons after an evade (tap ↑ or ↓) to perform this action.

## High/Low/Mid Attacks

Very similar to Tekken, VF5 has a multi-level system that different attacks can be segregated into. And again, high attacks can be blocked high or ducked; mid attacks must be blocked high, as they will break through crouching guard; and low attacks must be blocked low. You can easily find out the properties of any particular attack by watching the display when you use it on the dummy in training mode.



## Beatdown and Collapse

When particular moves strike the opponent, either because of that move's properties or as a result of a counter-hit (see next section), they will go into a different animation than usual. Beatdown attacks (such as Lau's  $\leftarrow$ ,  $\rightarrow$  + P) cause the opponent to slam onto the ground quickly, making them difficult to recover from and often allowing you to juggle the opponent with low-hitting moves.



Collapse is a completely unique type of stun. Generally divided into "head collapse" or "gut collapse," it's indicated by the opponent grabbing their head or midsection and crumpling to the ground. They cannot recover at all during this time, which opens them up for huge combos and damage. Learn which of your character's moves can cause these states and work them into your repertoire, as they're usually some of your biggest damage options.

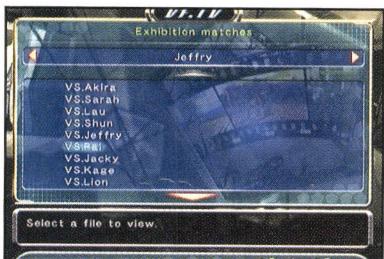


## Counter-Hits

Another exceedingly important detail when playing almost any *Virtua Fighter* game is noticing and capitalizing on counter-hits. When you interrupt the animation of an opponent's move, they will flash yellow, indicating a counter-hit. Many moves cause more damage and have a greater effect on the opponent when they land as a counter-hit, most notably causing a beatdown or collapse, or launching the opponent much higher than normal to allow a juggle combo.

It's very, very important to watch for counter-hits and capitalize on the opportunities they give you in *VF*.

Many moves that are rather unassuming at first glance can lead to huge damage opportunities if landed as a counter-hit, so as I mentioned previously, you really can't just go mashing out attacks recklessly or else you'll get countered into oblivion.



## Well... Now What?

*Virtua Fighter 5* is (as I'm sure you can see) a very complex and involving game with a lot of nuances not immediately obvious to the casual player. The small info nuggets here will get you started, but the best overall way to learn is by choosing one character, going through *VF4: Evolutions*'s Training Exercises and really learning the game from the ground up. Also, watch match videos (handily contained in the *VF4: Evolution* replay section and *VF5* "VF.TV" menu) of your character being

played by experts, so you can see real-time examples of things you should be doing.

It's important not to mimic other players directly, but it can be very helpful to see how they use the character differently and what combos and setups they use. The replay videos contained on either disc are invaluable tools to really understanding how *VF* works and what you need to work on in your game.

So how do you go about figuring out which character may be right for you? The next section should explain everything you need to know to get started.

## What Character Is Right For You?

Most characters can be divided into particular groups based upon their abilities and generally suggested play-styles.

### Rushdown/Speed Type

Pai and Lau are by far two of the fastest and most in-your-face characters in the game. While *VF* frowns on reckless mashing, these two do have a heavy advantage against low to mid level opponents simply due to their aggressive natures and fast canned combos. If you like to play fast characters that overwhelm the opponent with flurries of safe attacks and mix-ups, these two may definitely be what you're into.

#### Choose these if you like:

- Magneto/Storm teams in *Marvel vs. Capcom 2*
- Yun in *Street Fighter III: Third Strike*
- Jam in *Guilty Gear XX*



## Poking/Mix-Up Type

Shun, Lion and Eileen are three very solid yet very complicated characters. While lacking the easy canned combos of the Speed type characters and the raw brute strength of the Heavy and Grappler types, they do have some very interesting and useful techniques.

When using characters like this, you should focus on staying within the right ranges to "chip" away at your opponent and using your character's superior mobility to annoy the opponent into making mistakes. Played more aggressively, these types of characters are

superb for swarming the opponent with tricky moves and frustrating them with repeated high/low games and quick but safe pokes. This type of character is prohibitively difficult for beginners, but it's worth trying if you plan to stick it out and become a better player.



### Choose these if you like:

Voldo in Soul Calibur  
Necro in Street Fighter III: Third Strike  
Eddy or Lei in Tekken

## Balanced type

Jacky and Sarah are very strong characters with a lot going for them. They don't excel specifically in the areas the other characters do; they're just slightly slower than the Speed characters, they have fewer throw options than the Grappling types and they're not quite as tricky as the Mix-Up type. But being second best in pretty much every single category rather works in their favor. They offer strong mix-ups and combos, solid speed and generally all-around greatness with less effort than most characters.

Sarah has actually branched off considerably from her shared origins with Jacky in previous games. Her poking is a lot more in focus rather than pushing for painful combos like Jacky, making her a little tougher to play this time around. If you like to hunt for openings and land big combos on reaction, go for Jacky. If you prefer to mentally crush the opponent by repeatedly punishing their mistakes with boot-to-face therapy, Sarah's all you.

### Choose these if you like:

Paul or Nina in Tekken  
Ken or Elena in Street Fighter III: Third Strike  
Jann Lee in Dead or Alive



## Heavy/Grappler types

Wolf, Jeffry, Goh and Vanessa represent this category. Grappling characters are sometimes the most fearsome in the game—in addition to worrying about blocking everything that comes your way, you have to watch for throws that can take off more damage than any standard combo anyway. Also, with so many grab options, throw escapes become a high-risk gamble once you inevitably get caught. If you like brutal attacks and powerful throws, you're certainly in the right section.



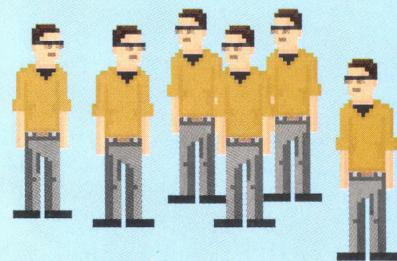
These types of characters are generally NOT recommended for new players in any way, as they move rather slowly and depend upon a deep knowledge of the game to get any sort of momentum going against a decent opponent. But again, if you want to put in the effort, the returns are through the roof.

### Choose these if you like:

Zangief or Hugo in Street Fighter  
Bayman or Bass in Dead or Alive  
Potemkin in Guilty Gear XX



(geek)



(clustergeeking)



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| COMPUTER FORENSICS          | ROBOTICS             |

## Reversal Type

Akira and Aoi have some of the strongest reversals in the game. They can reverse nearly any move, provided you enter the proper command. This is a frightening prospect in the hands of a seasoned player, as one telegraphed attack can change the entire course of the match. If you like getting into your opponent's head and shutting down their offense, definitely consider these two.

Akira is a powerful character with many great, great qualities. He has great beatdown and juggle combos and does ludicrous damage when played at a high level. Unfortunately, some of his commands (yes, *THAT* knee) are very difficult to input, making him an expert level-only character in a very legitimate sense. Don't be frustrated and just give up if you can't immediately do his extended combos at first; just focus on learning the basics and work your way steadily forward.



Aoi is like a sort of hybrid character; she's got the speed of Pai, but with the best overall reversals of any character. She also has quite a few attacks that interrupt or beat the opponent's attack, causing collapse and leading to more damage. Her mix-up game is completely unique in that many of her canned attack strings can be cancelled at the end by pressing G, allowing you to take advantage of her strong throw game. Played quickly and intelligently Aoi is a whirlwind of destruction.

Pai also deserves special mention here, as she does have solid reversals as well. They figure less prominently into her game than the other two characters, but you definitely shouldn't forget about them.



### Choose these if you like:

**Geese or Rock Howard** from the *Fatal Fury* series  
**Dead or Alive 4's new slightly less broken counter system**  
**Todo** from *Capcom vs SNK 2*

## Special

Lei Fei and Kage are two characters that, try as I might, I simply can't classify in one spot or the other. They just have too many great qualities from too many areas.

Lei Fei is, on the surface, a stance-based mix-up character like Shun. However, he has so many options and so much more damage potential than the other characters in that group that he really doesn't seem to belong there. Lei-Fei does huge, huge damage in the hands of a good player. He actually works really well at low levels as well, due to strangely good moves that will come out from sheer randomness when played by a masher. Wrangling Lei-Fei and harnessing the power of his randomness is an uphill battle, but at the end, it's very much worth it. If Lion or Eileen had half the damage potential that he has, they'd be completely broken. Which is why, at times, Lei Fei really rather is.



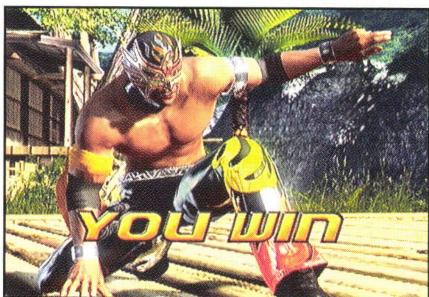
Kage is a very fast character with great mix-ups and so-so strength. However, his Ten Foot Toss throw completely redefines the character. There are many, many great combo follow-ups to this throw, so Kage players will try to land it at every opportunity. This makes him similar to a Grappler type, but still fast and tricky enough for speed type. It's the best of both scary, scary worlds.

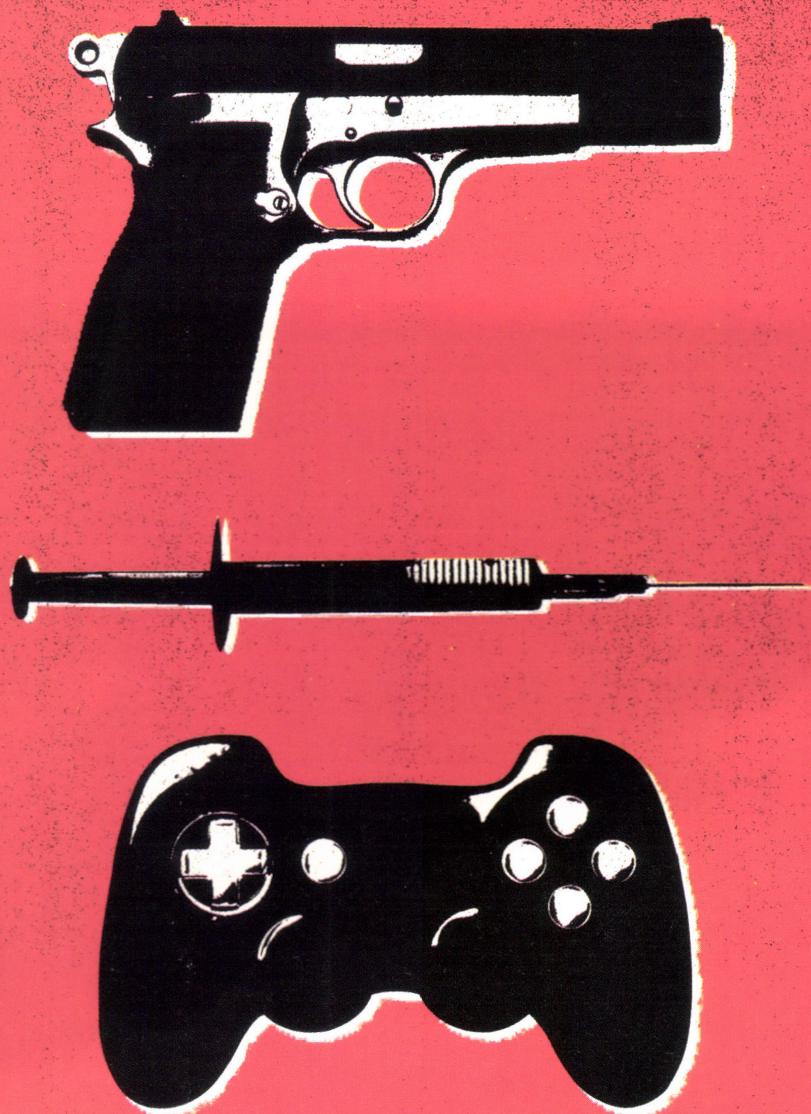
El Blaze rounds out this section as a character many people just don't know how to figure out yet. Similar to Kage, he has great throws and some very useful pokes. Also, his stance changes (Rocket Discharge and the like) can be

entered from nearly all of his moves, making him very mobile. But no one's really been able to mesh all of that into a solid play style yet, so he's sort of still a floater. This is good and bad from an advice perspective; the best I can tell you is to learn the game for a while and see what you like and dislike about several characters, then come back to him and see if he feels like what you want out of a character. Maybe you can be the first great El Blaze player!

### Choose these if you like:

**Eddy Gordo** from *Tekken*  
**Makoto** from *Street Fighter III: Third Strike*  
**Tina** from *Dead or Alive*





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# Bullet Witch

TM

STRATEGY GUIDE BY PAT REYNOLDS

Fans of occult action/shooters like *Gungrave* and *Devil May Cry* will feel right at home with *Bullet Witch*. This fast-paced game puts you in the role of Alicia, a powerful witch who augments her natural magical abilities with a weapon called the Gun Rod. The Gun Rod is a staff with multiple firing modes capable of cutting down enemies at both long and close range. As Alicia battles the Geist, horrible monstrosities intent on destroying humanity, she'll learn new spells and Gun Rod techniques that will assist in her ongoing war. This guide gives you tips for getting the most out of Alicia's spells and Gun-Rod abilities, as well as showing you how to defeat the various Geist in each stage of the game.

## GUN ROD FORMS

### Machine Gun



The basic form of the Gun Rod, machine gun allows for a high rate of accurate fire at close and medium range. The 80-round clip lets you pour lead into tough enemies without needing to stop and reload. When used with Element Shot, damage is increased and enemies can catch on fire.

### Shotgun



A close-range weapon, the shotgun inflicts heavy damage against enemies and can knock them back. When used with the Element Shot spell, the shotgun blasts create squalls that can stun enemies, preventing them from attacking or moving.

### Cannon



When deadly accuracy at the longest range is called for, cannon form will do the job. Although the rate of fire is slower than your machine gun, a single bullet to the head of most enemies will drop them permanently. Casting Element Shot al-

lows you to zoom your aim further than normal, which is necessary when faced with enemy snipers.

### Gatling



Although not as precise at longer ranges as the machine gun, the gatling gun is perfect for those situations when you need to chew through several enemies quickly. This makes it the perfect weapon to use against a Geist barricade, as the enemy troopers like to bunch together behind their walls. Hop over and hose them down before they know what hit them!

Powering up the gatling form with Element Shot will cause your hits to arc lightning to nearby enemies, doubling or tripling the effectiveness of the attack.

### Element: Fire

### Element: Wind

### Element: Light

### Element: Thunder

## WITCH CRAFT

### Element Shot



This spell imbues the Gun Rod with elemental power, increasing its attack damage as well as adding extra elemental damage to each shot. The different Gun Rod forms have their own ele-

mental attributes, and certain enemies are more susceptible to certain elemental attacks.

### Ancient Wall

This inexpensive spell allows Alicia to raise a magical barrier in front of her position, blocking attacks from enemies for a few seconds. It's useful when reloading your Gun Rod in the open or when faced with multiple enemies.



### Rose Spear



With a flick of her wrist, Alicia tosses a single rose toward her target...and razor-sharp thorns sprout from the ground, impaling nearby foes and setting them on fire! Most weaker enemies caught on a rose spear are incinerated instantly.

### Willpower

Alicia is able to push large objects, such as vehicles, boulders and scraps of metal, with enough force to crush any enemies standing in the way. Using trucks and cars to wipe out groups of enemies saves time and reduces the threat from a straight-up firefight.



## WITCH CRAFT CONTINUED

### Sacrifice



This spell allows Alicia to use her magic to revive fallen civilians...by spraying them with a jet of blood from her hand. Setting

aside the extreme level of grossness, this spell is especially useful for reviving fallen soldiers, since they'll help you fight the Geist.

### Raven's Panic

Calling upon dozens of ravens, Alicia sends her feathered friends to harass the enemy, pecking and gouging them with beak and claw and rendering them unable to fight back. This spell is especially useful when faced with large groups of enemies.



### Greater Magic: Lightning



Calling upon the forces of nature, Alicia brings down several arcing lightning strikes followed by an enormous bolt

of electricity that's strong enough to destroy armored vehicles. This spell uses a lot of MP, but it can easily save your life when used properly.

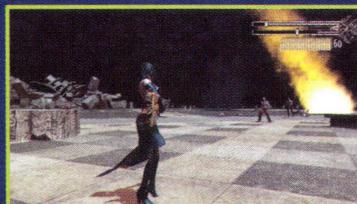
### Greater Magic: Tornado



Summoning a tornado to wreak havoc upon your enemies is a pretty neat trick, especially when faced with airborne foes.

When the Geist attempt to drop troops onto your head from their helicopters, this magic will scatter the soldiers and bring the chopper down as well. It's also excellent when faced with any large group of enemies, as it will scatter and disorient them, making them much less effective and reducing the threat they pose.

### Greater Magic: Meteor



The ultimate magic, Meteor rains flaming chunks of rock down in a huge area, absolutely decimating anything in their

blast radius. The meteors will even bring down buildings and destroy enemy vehicles. It uses your full MP, but is well worth it when faced with overwhelming odds.

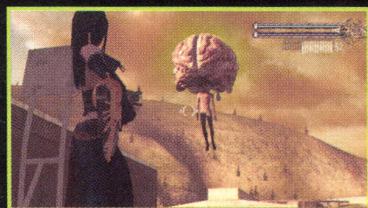
## WALKTHROUGH

### STAGE 1: Clad in Streaming Black



As you fight your way through the streets of suburbia, you can take advantage of the parked vehicles to get some easy Geist kills. Position yourself so the vehicle is between you and one or more enemies, then use the Willpower spell to crush your foes with flying metal!

The colored barriers are impassable, and your shots won't penetrate them. To remove them, you'll have to locate the floating "Walnut Heads," truly disgusting beings with enormous psychic powers. To locate the Walnut Head that controls the green barrier, head down the street to the left of the barrier and look for the alleyway on the right.



The first Walnut Head you encounter is defenseless, although you'll soon encounter more dangerous ones. For now, you'll want to pay attention to the distinctive chanting that accompanies the presence of a Walnut Head. To kill the floating monstrosity, simply unload your weapon into its giant, fleshy brain until it pops. A cutscene will follow, showing all of the barriers that have been lowered.

Just past the green barrier, you'll find a second Walnut Head. Destroying this one will lower another barrier, located in an alleyway off the area where the first Walnut Head was floating. Head back there and follow the alleyway to find a third Walnut Head. Defeat this one to lower the yellow barrier that's blocking your progress into the rest of the stage.



The enemy will have a tank waiting for you past the yellow barrier. It'll be armed with a rocket launcher that will take a big chunk of Alicia's health if it hits. Use the dodge maneuver to avoid getting hit while positioning yourself for a Lightning strike that will end the tank's threat.

To lower the barrier in front of the ramp that leads up to the bridge, go around behind the gas station. You'll find a Walnut Head back there who controls this barrier. Put a quick end to him and the barrier will be history.



Things will heat up when you reach the bridge. Not only are there a couple of tanks parked up there—as well as loads of Geist soldiers—but you'll also face your first offensive-minded Walnut Head. He'll pick up vehicles from the road and hold them in midair before throwing them at you with enough force to cause a one-hit kill! You can either use the side-dodge maneuver to avoid a crushing defeat, or take aim and load the Walnut Head with enough lead to make him explode before he can unleash his telekinetic fury.

## STAGE 2: The City of Screams



After clearing the barricade, you'll encounter another Walnut Head. This one is pretty far away, above a building to the right. Use the buildings along the street to shield you from the vehicles he'll throw, then pop out to

pepper him with bullets between his psychic attacks.

Geist snipers will pose a new threat—watch for their laser targeting and quickly get behind cover or create an Ancient Wall to avoid taking a hit. Sniper shots are so fast and accurate that even your dodges won't save you. Luckily, you can trace the red laser sights right to the snipers' position and light them up while they reload.



Geist shock troopers will rappel down from helicopters in a few areas of this stage. Try to shoot them as they make their descent—letting them all land means a lot of concentrated firepower on your position. The second

Walnut Head will lower a barrier to the left of the barricade in front of it.



When you enter the open courtyard, you will be trapped in the area by five overlapping barriers. Five barriers, of course, means five Walnut Heads to hunt down and destroy before you can continue onward. Head along the path to

the left and you'll find the first two floating monstrosities. The remaining three can be found to the right of the barrier.

When the first Giga appears, focus your fire on its none-too-obvious weak point—the giant exposed heart pulsing on the beast's chest. Element Shot combined with the Gun Rod's machine gun form will work wonders against the enormous Giga.



When the enormous monster with a hydra for an arm appears, you'll quickly discover that there's nothing you can do against it; your shots will bounce harmlessly off an invisible barrier. With no other options available, you must run while the beast continues its attack. Run across the courtyard to the far side, where you'll find some friendly soldiers waiting. Approaching them ends the stage.



## STAGE 3: 10,000 Feet of Flames



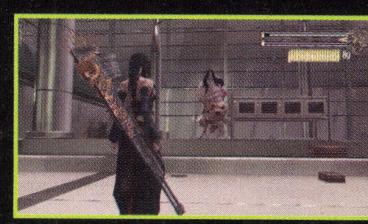
perfect for the shotgun form of the Gun Rod. Make sure to have it upgraded before entering this stage, and you'll be able to tear through the Geist in these areas with ease.

A terrible new type of enemy will appear in the subway tunnels



under the city streets. These possessed civilians will charge at Alicia and attack using their own exposed ribcages as spears! They're extremely agile and travel low to the ground, making them difficult to hit. Power up your weapon with Element Shot, or use Rose Spears to trap multiple enemies at the same time. Since these unfortunate creatures will head straight for Alicia, throw the Rose Spear at your feet to increase the chances of hitting them.

The narrow hallways and small rooms of the sewer base are



Inside the airport, you'll discover the source of the infected humans you've been fighting—a horrible entity called a Screamer. These bulbous creatures spew out ghostly projectiles that will transform nearby humans into mon-

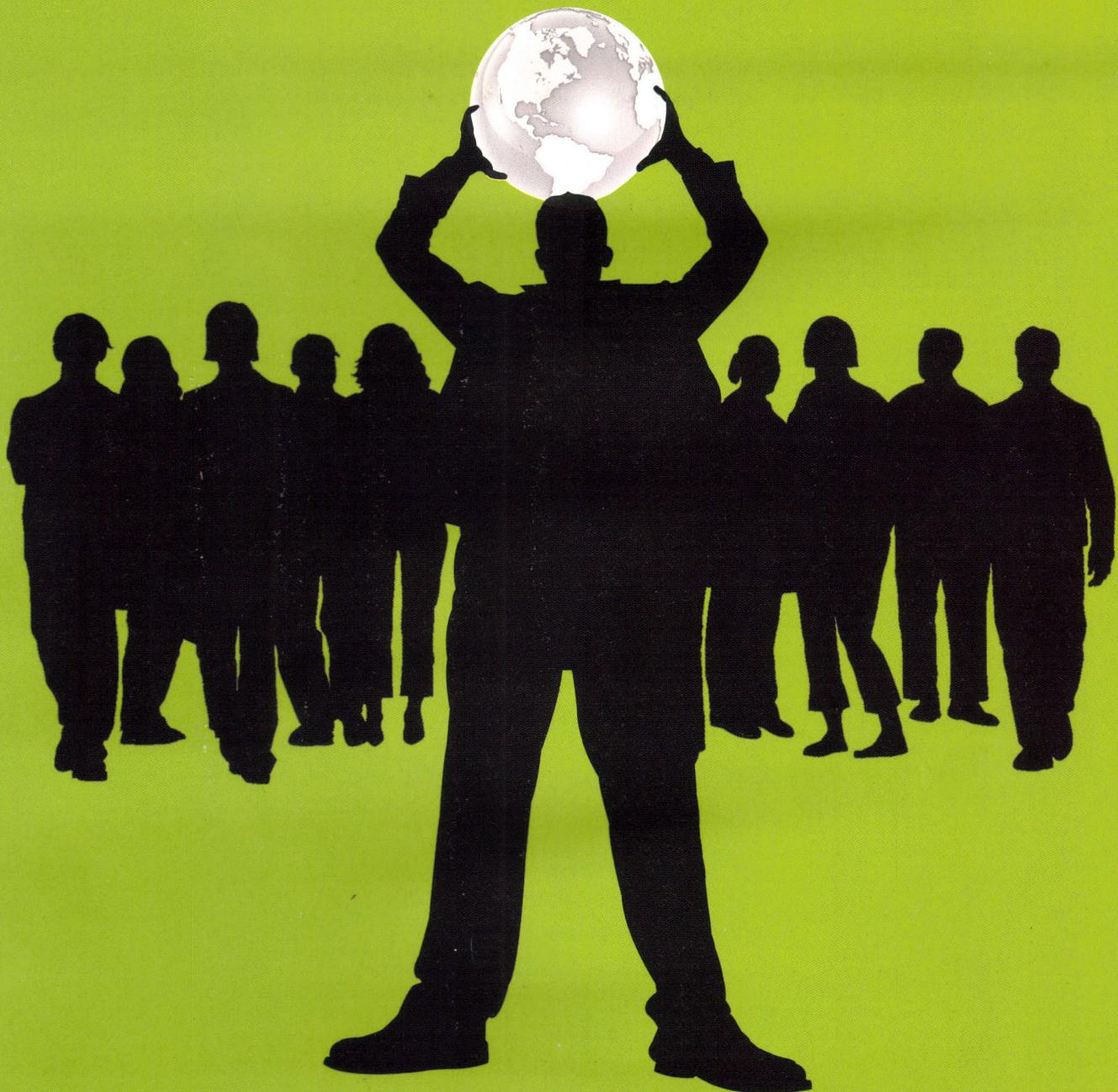
sters. Defeat both Screamers in the large airport lobby and a Walnut Head will appear. Defeating it lowers the barrier leading outside.

On the airstrip, you'll encounter something new—Walnut Heads that are protected by barriers controlled by their bloated brethren. Seek out the single unshielded Walnut Head and destroy it to lower the shield on another one. Repeat this process; when the final Walnut Head is defeated, you'll move on to the next section of the stage.



The enormous flying fish beast will present a serious threat to both Alicia and the plane on which she rides. The monster will attack in two ways. First, it will send out eyeballs that will land on the plane and begin shredding it. Shoot the eyeballs as soon as they appear—this will both keep the plane safe and fill your MP gauge. When the fish monster opens its mouth, you will have just a few seconds to attack before it makes a battle-ending charge at the plane. Nail it with Lightning before it can make this attack. It will take a few Lightning hits to defeat the creature for good.

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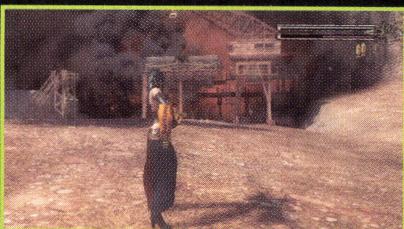
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## STAGE 4: Dawn in the Valley



Be ready for extremely heavy resistance between Alicia and her goal: the tunnel at the top of the hill just past the starting point. Raven's Panic and Ancient Wall will be useful here, as both will reduce the number of enemies firing on you at the same time.

A Gigas will appear behind you on the tracks as you cross the elevated bridge located past the tunnel. This is a smart Gigas, too—he's covered his exposed heart with a shield, rendering him immune to your attacks. Cross the bridge, then use the cannon form of the Gun Rod (empowered with Element Shot) to snipe one of the explosive barrels located on the struts below the bridge. This will set off a chain reaction that'll take out a section of the bridge, stranding the Gigas on the other side.



The mining structures will be full of Geist. Look for the small, red explosive packages on the ground and shoot them to cause massive explosions. Head up the incline on the right to reach the entrance to the mine tunnels high above.



When you arrive on the military base, you must help defend it from the incoming Geist attacks. The Geist will drop in from helicopters—luckily, you'll be given the power to call upon the Tornado shortly into the battle. Use this new and mighty spell to bring down the enemy helicopters and scatter their troops. You need to kill every last Geist in the base to finish this stage; if no further waves appear but the stage doesn't automatically end, search the base for any Geist that may have gotten lost and wandered into a corner.

## STAGE 5: The Bound Soul



There will be snipers in the brush as you make your way through the open areas of

this stage. When you see a laser, get a fix on the sniper's position and quickly cast Ancient Wall. Put Element Shot on the Gun Rod cannon, then quickly scope in and eliminate the enemy sniper when the wall disappears.



By now you should know how to deal with tanks. When you reach the barricade, use Element Shot with your cannon to snipe the Geist around the tank, then call down the Lightning to destroy the vehicle.

the humans to be transformed and defeat them quickly, before they can overrun you with mindless drones.



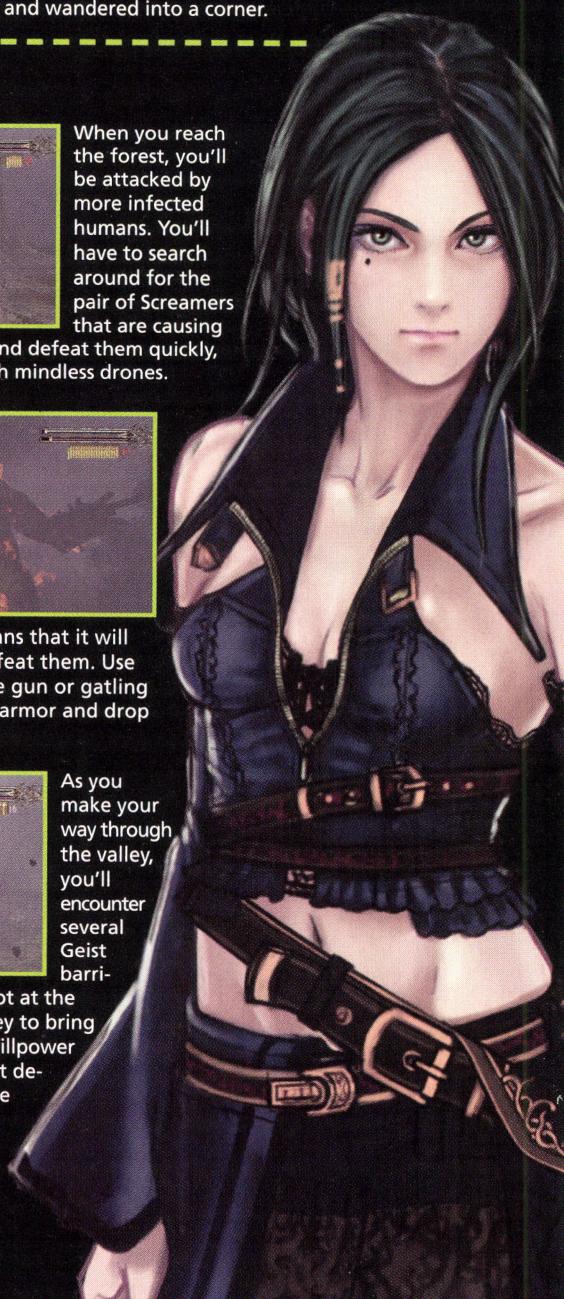
From this point onward, the Gigas you'll face have additional shielding over their exposed hearts, which means that it will take additional firepower to defeat them. Use Element Shot with your machine gun or gatling to tear through their upgraded armor and drop the giant monsters.



large building toward the back of the village and head inside. Go up the stairs to find a passage leading to the graveyard behind the village. Enter the large structure and get ready to face several infected humans in a small room. Rose Spears can work wonders here, as they will destroy multiple enemies quickly and easily.



As you make your way through the valley, you'll encounter several Geist barricades with heavy resistance. Shoot at the boulders on the walls of the valley to bring them to ground level, then use Willpower to send them flying into the Geist defenders. This will both destroy the barricades as well as outright kill any Geist hit directly with a giant, flying rock.



## STAGE 6: The End of Chaos



For this, the toughest battle in the game, the enemy will send nothing but its finest—expect all of the Geist soldiers you encounter during this stage to be elite versions of what you've faced before.

When you reach the crossroads, another upgraded Gigas will appear. Drop it using the usual tactics, but be careful when it falls—in this small area, it's easy to be crushed under the giant's body. Even standing nearby when it hits the ground is enough to send Alicia rocketing from her mortal coil. Put some distance between yourself and the Gigas before it hits the ground to avoid a quick and messy fate.



street and look for the small opening on the right side.



The final enemy defenses before facing the big, bad boss consist of both tanks and a Gigas! Hang back and hit the tanks with Lightning before popping the remaining Geist troops from a safe distance, then move in to tackle the Gigas when his support is all gone.



The final boss is the giant demon you were unable to damage earlier in the game. In the first part of the battle, its shield will still prevent you from causing any harm, but your human allies will open fire and eventually break through the shielding. When

this happens, hit the boss with your best weapon until the shield raises again. After it takes enough damage, the shield will go away permanently and the boss will begin to follow a pattern: It will fly to one end of the street and slowly walk toward you, launching ghost projectiles, fireballs and flame geysers from beneath your feet. Get behind the demon and open fire, using Meteor when your MP meter is filled. It will take several hits from your strongest magic, but the demon will fall.

**Congratulations—you've saved the world from the threat of the Geist...at least until the sequel!**

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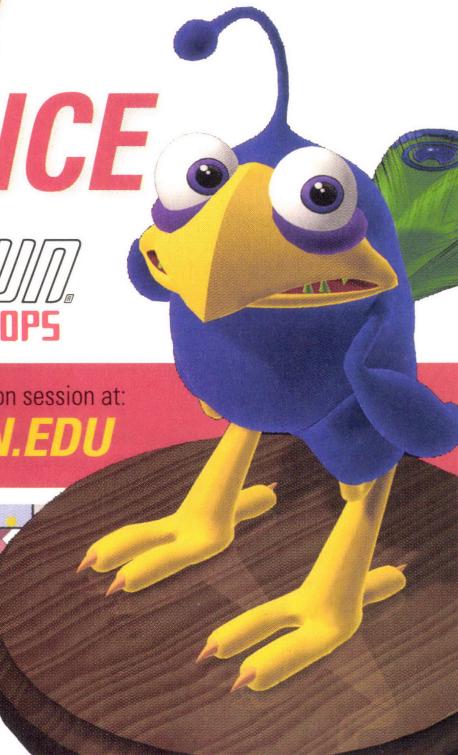
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## ONE STEP FORWARD, TWO STEPS BACK



You should expect to die several times at the start of the game; you won't have enough EXP to complete the dungeon in one shot. In fact, you will find this to be true each time you start a new dungeon—

dungeons can't be conquered until you level up enough to take on enemies in the later floors. Since you'll be losing your items each time you die, don't get too attached to them; there are plenty of items in each dungeon. You'll also be making fewer trips to the store as you progress, thus freeing up your cash for other things like weapon repairs.

Because each dungeon floor is randomly generated, luck plays a huge part in how you progress in the game. Sometimes you'll just get a bad draw, like being stuck in a room with multiple Demon Traps, or falling under a Confuse spell without any remedy in your inventory. Eventually your EXP level will become strong enough to overcome the earlier floors with ease, making it less painful when you need to start a dungeon all over again. Get used to this "one step forward, two steps back" style of gameplay.

Here are some other dungeon tips to keep in mind:

- You can equip a Sword and an Arm together as weapons, but the Claw can only be equipped by itself. Hold down the L button and press the R button to regain health while standing at the same spot. This advances time and makes you skip turns, so make sure you've cleared out most of the dungeon floor before doing this.
- Always lure the enemies into corridors so that you aren't being attacked by multiple enemies from all sides.
- Sometimes enemies will attack each other or get hit by friendly fire, but an enemy can also level up if it eats another creature, so be careful!
- Shuriken and Kunai are not the only objects that can act as projectiles—you can throw Pills and Talismans at enemies to inflict damage or adverse effects.
- The key to success is to level up, so never back down from a fight and try to take on every enemy you see.

**Izuna: Legend of the Unemployed Ninja** is an unusual release for the Nintendo DS. The game doesn't seem to use the Touch Screen functionality in any way—it plays like a traditional Game Boy Advance game, except it uses both screens. Players familiar with *Chocobo's Dungeon 2* or Chun-Soft's *Shiren* series will immediately recognize *Izuna* as a "mysterious dungeon" style RPG. Each floor in a dungeon is randomly created each time you enter, so you never see the same layout twice. Mysterious dungeon games also come with some harsh rules. In *Izuna*, all your items and money are taken away each time you die, plus you'll have to start all over from the first floor of the dungeon. Common game-save tricks like shutting off the DS before getting killed and reloading an old save won't work here—this game is for the hardcore player! Even if this is your first time playing one of these random dungeon games, just follow these tips and you should be good to go.



## TRAPS

Starting with Shakugan Cavern and continuing for the rest of the game, each dungeon floor will have several hidden random Traps that can be set off by just stepping on them. The Traps give Izuna various abnormal status effects, but not all of them are necessarily bad for her. The Bomb Trap, for example, can be used to harm enemies, while the Excite Trap will put Izuna into berserk mode and ramp up her Attack stats. The rest of the Traps, however, are terrible annoyances that can really put you in a bind. They happen so frequently that it's almost pointless to waste Panacea to reverse their effects—most of them wear off after several turns. Moving on to the next floor will also completely remove all abnormal status effects.

Trap	Effect
Bomb Trap	Bombs will instantly surround you
Curse Trap	Decreases EXP gained
Shoulder Ache Trap	Cannot use healing items for several turns
Darkness Trap	Delivers temporary blindness
Tub Trap	-100 HP and erases map memory
Electric Trap	Delivers temporary paralysis
Demon Trap	Summons monsters to surround you
Fire Trap	-200 HP and burns away an item
Abacus Trap	Sends you skating into a wall and halves your HP
Sweaty Trap	Cannot equip weapons for several turns
Forgetful Trap	Makes you drop items as you walk
Smoke Trap	Teleports you to another location on the same floor
Float Trap	Cannot pick up items or access stairs for several turns



## WEAPONS AND TALISMANS

Using the same weapon for an extended period of time will eventually cause it to break. You can always leave the dungeon and have the Blacksmith repair a "cracked" or "broken" weapon, but it's very costly and your dungeon progress will be interrupted. A Fukugen Talisman can be used within the dungeon for a quick repair, but it's only a temporary fix. Because of the sheer abundance of weapons and items in each dungeon, it's easy to become detached from your inventory and take the weapons for granted.

One of the goals in the game, however, is to keep using the same weapon so you can awaken its inner soul. When the weapon's LUV

rating reaches "MAX" through continued use, you can use a Tsukumo Talisman to unlock its inner abilities, giving you an immensely powerful weapon. Keeping your weapon intact involves a lot of maintenance...and the game can actually be completed by just using the weapons on the ground. But if you decide to tackle the hardcore bonus dungeons or revisit old dungeon bosses, having a killer weapon is going to be critical.

Too many Talisman attachments will make your weapon prone to breaking. Keep an eye out for the Zoufuku Talisman—it can increase the SP capacity of your weapon, which allows you to stick more Talisman upgrades onto the weapon without overloading it. You can increase the power of the Zoufuku Talisman by duplicating it with a Fukusei Talisman. Another trick for longevity is to stick a Kikan Talisman onto your weapon so it goes into the storehouse when you die. Later in the game, you will find Burn-In Flame orbs that will permanently burn Talismans into your weapons to raise their basic stats.

## THE DUNGEONS

I've listed the enemies that you are most likely to encounter for each dungeon. The number, type and frequency in which these enemies appear are completely random, so be prepared for anything. In addition to the HP for each enemy, you will also find the amount of EXP and Money you earn for defeating them. New weapons and Talismans will be introduced as you progress further in the game, but any one of these items has a chance of appearing in later dungeons.

The bosses for each dungeon are actually relatively easy when you encounter them for the first time. You can always revisit a completed dungeon, but the boss will be powered-up relative to your strength during your second encounter and will continue to gain strength each time you beat him/her. The regular enemies, on the other hand, will remain at the same strength and will be much easier to defeat your second time through, making it easier to get to the Boss Floor again.



### Snake Hole



Talk to Takechiyo (the old man with the cane in the south end of the village) and the Snake Hole cave will become accessible. Make sure you buy some health items at Azuki's store before entering the dungeon (you have 10,000 Money to start).

After defeating a Froggun inside the dungeon, it may be tempting to take a whack at its egg and release the Taddun. The Taddun is unusually strong, however, so it's probably best to leave the eggs alone, especially if your EXP level is still low.

Ten'i is a useful Talisman for getting out of a jam. If you find yourself surrounded by enemies on all sides, use the Ten'i to teleport instantly to another location.

#### New Weapons

Steel Claw, Giant Claw, Sword Defender, Exorcism Claw, Kagutsuchi Arm, Izanagi Arm, Orochi Arm, Weapon Breaker, Musou Blade

#### New Talismans

Rekka, Mikiri, Ten'i, Kikan, Kaishin, Ashikase

### BIF - BSF

Enemy	HP	EXP	Money	Special Note
Bean Bunnia	200	50	25	None
Marimo	220	100	50	None
Hikari	300	130	65	Drops Shuriken
Froggun	350	230	115	Lays a Taddun egg
Taddun	2,000	1,700	850	Very strong
Jababillo	400	250	125	Curls up when HP is low
Rock-Head	600	280	140	None
Bore	750	300	150	Knocks you back one space
Fresh Heads	600	310	155	None
Nurikabe	700	320	160	Blocks path until defeated

#### Boss Floor: Shuichi (2,000 HP)

This battle should be easy enough if you have at least one healing item in your inventory. Shuichi will attack with his dashing slash move if you get up close. Try throwing some Shuriken or Kunai at him from afar so you can wear him down before taking him head-on. You will receive the Orb of Earth when he's defeated.

## Wind Corridor



Walk around town and use the Orb of Earth on the three cursed ninjas—Shino, Gen-An (Grandboss) and Mitsumoto. The Wind Corridor will then be accessible on the West side of the village.

Make sure you talk to Tokosuke for your first few lessons and talk to Tsubaki to gain access to the Storehouse so you can start storing your dungeon loot. Katsutake the Blacksmith can be found in the Coal Mine if you need to repair some weapons.

Inside the dungeon, Ittan Momen will cast Seal and prevent you from using

your Talisman collection, while the Drowsy Shroom can put you to sleep. You can remove any abnormal status with Panacea, but equipping the Izanami Arm will lower your overall chance of getting affected by spells or poisons. The Fukugen Talisman is also a useful item to keep in your inventory; it can repair broken or cracked weapons while still inside the dungeon. Make sure you read the description of each Talisman carefully and become familiar with their uses. For example, you should "Throw" the Suitai Talisman at an enemy rather than use it on yourself, or you may end up lowering your own EXP level!

#### New Weapons

Giant Claw, Kagutsuchi Arm, Cat Claw, Sword Defender, Izanami Arm, Cold Wind, Musou Blade, Exorcism Claw, Weapon Breaker

#### New Talismans

Fukugen, Reppu, Fukusei, Kaishin, Kou'un, Mikiri (blind, evasion), Ikgami, Jinrai, Suitai, Zoufuku

## Wind Corridor continued

### B1F - BSF

Enemy	HP	EXP	Money	Special Note
Chibi Marumo	530	250	125	None
Gale Puncher	550	320	160	Jumps behind you
Ittan Momen	760	390	195	Seals Talismans
Drowsy Shroom	740	350	175	Casts Sleep
Departed Soul	680	400	200	Drains SP
Daigoro	900	1,000	500	Transforms into robot form
Talisbeast	500	400	200	None



### Boss Floor: Fuuka (4,000 HP)

Make sure you come to this battle prepared with some Panacea. Fuuka's Sempuu Kick can Confuse and make you waste several turns. By this point, though, you should be up to around Level 14 and be able to dole out more than 500 HP with each strike. Throwing a Bomb can also shave almost 1,300 HP off Fuuka. You will receive the Orb of Wind for this battle.

## Shakugan Cavern



Go talk to Shino and her curse will be lifted. Talk to Grandboss and then talk to Shino again. Use the Orb of Earth on Ume and she will come to her senses. Go to the mines and speak to Katsutake the Blacksmith—the Shakugan Cavern will then be accessible.

Inside the cavern, if you get anchored by an Entangle Ball, just press Attack for a few more turns and the spell will wear off. Gouka is an extremely powerful fire-based Talisman which can destroy all the monsters in the room—keep one handy for those tight situations!

### New Weapons

Giant Claw, Demon Claw, Dragon Claw, Houshin Blade, Zantetsu Blade, Izanami Arm

### New Talisman

Gouka

### B1F - B10F

Enemy	HP	EXP	Money	Special Note
Entangle Ball	920	620	310	Casts Anchor
Honomo	900	690	345	Throws Shuriken
Stababillo	750	700	350	Curls up when HP is low
Red Lantern	1,000	730	365	Drops Purifying Flame orb
Shiranui-Kun	1,100	800	400	Drops Burn-In Flame orb
Ittan Kenpu	1,200	950	475	Seals Talismans
Fire Puncher	1,400	1,000	500	Jumps behind you
Firework Artisan	1,300	1,200	600	Creates a Bang
Bang	1,500	1,300	650	Self-detонates when HP is low
Homura Spider	1,800	1,400	700	None

### Boss Floor: Kagen (5,000 HP)

There's a good chance that there is an Excite Trap on the Boss Floor to give you an extra surge of power. Kagen can cast a blanket Curse spell that can affect the entire room—including enemies—but he only doles out about 500 to 700 HP damage with each attack. You will get the Orb of Fire as a reward for defeating him.



## Tokofuyu Cave



Go back to the village and cure Gen-An's illness with the Orb of Fire. After your friends fall asleep, talk to Ume to gain access to Tokofuyu Cave. Use the Orb of Fire on Ippitsu in the Coal Mine to cure him. He will turn into the Talisman merchant. Use the Orb of Fire on Moe as well; she will give you a lesson on Bombs. Use the Orb of Wind on Tokosuke to cure him and he will teach you the ways of Talisman Removal. The entrance to Tokofuyu Cave is across the stepping stones on the water near Tokosuke.

In this dungeon, visibility will be low within the corridors—you will only be able to see one "square" ahead. Dynamite Froggins will lay three eggs each time they are killed, so be careful not to slay them near entryways. Dynamite Tadduns should be avoided as much as possible—they can deliver more than 500 HP worth of damage with each hit—but sometimes you'll have no choice but to fight one if it's blocking a corridor or entryway. The game seems to be a little more forgiving with "hallway blockers," but picking on a Taddun in the open is almost sure death. Also, a Super Marimo will likely duplicate itself when you attack it, so make sure you fight these enemies within corridors so you won't get surrounded.

The enemies are also a lot tougher than before. Dynamite Froggins will lay three eggs each time they are killed, so be careful not to slay them near entryways. Dynamite Tadduns should be avoided as much as possible—they can deliver more than 500 HP worth of damage with each hit—but sometimes you'll have no choice but to fight one if it's blocking a corridor or entryway. The game seems to be a little more forgiving with "hallway blockers," but picking on a Taddun in the open is almost sure death. Also, a Super Marimo will likely duplicate itself when you attack it, so make sure you fight these enemies within corridors so you won't get surrounded.

### New Weapons

Shingan Blade, Haja Blade, Baku Claw

### New Talismans

Fuuma, Hayate, Tsukumo

### B1F - B10F

Enemy	HP	EXP	Money	Special Note
Super Marimo	2,100	1,400	700	Can duplicate when attacked
Tako Sashimi	2,100	1,500	750	Casts Darkness
Dynamite Froggun	1,900	1,500	750	Lays three D. Taddun eggs
Dynamite Taddun	6,000	9,300	4,650	Incredibly strong
Kappa	2,000	1,800	9,000	Casts Sweaty, drops an item
Drowsy Shroom	740	350	175	Casts Sleep
Desperate Fish	3,000	1,900	950	Inflicts 300 HP damage on itself
Anemic Apple	2,000	2,000	1,000	Drains HP
Usurahi	2,300	2,100	1,050	None
Karakasa Boy	2,500	2,200	1,100	Removes a Talisman from weapon

### Boss Floor: Suiren (7,500 HP)

Suiren should be easy to defeat if you've been working on your EXP Level. Equip an Arm item to keep you protected from his spells. A Fuuma Talisman can summon a demon to come and help you out in this battle (do not "Throw" it at a creature; select "Use" instead). Defeating Suiren gets you the Orb of Water.

## Zekku Path

Now that you have several Orbs in your possession, use the following Orbs to cure the people in the village:



- Orb of Fire on Azuki (cures her skin)
- Orb of Water on Kazunari (cures his baldness)
- Orb of Water on Tagosaku (cures his crops)
- Orb of Wind on Soubi (cures his perversion)
- Orb of Water on Hiyoshimaru (cures bad luck)
- Orb of Water on Kichou (cures memory loss)
- Orb of Fire on Tatsutoshi (cures itching)
- Orb of Earth on Hinagiku (cures self doubt)

Talk to your sister, Shino, and she will tell you that Gen-An has left the village. Mitsumoto will tell you about Zekku Path and that it can be found near the shrine at the north end of the village. Tokusuke will be standing by the entrance.

### New Weapons

Susano-o Arm, Enma Arm, Vampire Claw

### New Talisman

Yami-Uchi



## B1F - B1SF

Enemy	HP	EXP	Money	Special Note
Shadow Clam	2,300	2,500	1,250	Casts Anchor
Harmful Shroom	2,800	2,700	1,350	Casts Poison and can duplicate
Vampire Apple	2,700	2,800	1,400	Drains HP
Burning Wind	2,600	2,900	1,450	Switches sides when attacked
Akamaru	2,900	3,200	1,600	None
Weapon Breaker	2,600	3,200	1,600	Disguised as weapon item
Red-Eye Soldier	3,100	3,200	1,600	Small chance of casting Sleep
Cluck-A-Doodle	3,000	3,300	1,650	Drops healing item
Language Barrier	2,800	3,500	1,750	Blocks path until defeated
Akaname	3,000	3,700	1,850	Reduces weapon's LUV rating
Kamikaze Fish	3,400	3,700	1,850	Inflicts 340 HP damage on itself
Taro	3,300	3,800	1,900	Transforms into robot form
Evil Spirit	3,700	3,900	1,950	Drains SP
Puppet Artisan	3,200	3,900	1,950	Creates a Taro
Joke Scarecrow	3,400	4,000	2,000	Casts charm on enemies
Cursed Mirror	2,500	2,400	1,200	None
Koppa Tengu	3,900	4,800	2,400	Sends you to a random location

### Boss Floor: Utsuho (10,000 HP)

Make sure you have plenty of Light of Divinity orbs to get you through this fight. Utsuho can dish out over 650 HP damage per attack. He can also cast Poison, so be sure to come equipped with your newly acquired Susano-o Arm—it can deflect all abnormal statuses. He will tell you about Master Takushiki's whereabouts after the fight and hand you the Orb of Air.

## Maze of Gods



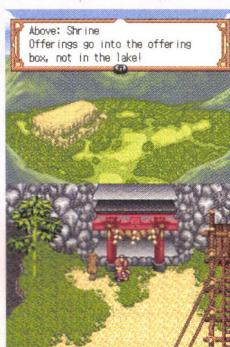
The Shrine door will open automatically after defeating Utsuho, but you might as well cure more villagers before going in:

- Use Orb of Air on Seitaro (cures hopelessness)
- Use Orb of Air on Sakichi (gives motivation)
- Use Orb of Water on Ichika (gives contentment)
- Orb of Fire on Nagasada (clears cold)
- Orb of Air on Kakuji (he goes back to work)
- Orb of Air on Toujirou (gives creativity)

In the Maze of Gods, the Foreman Mole will set many floor traps, so try to get rid of them early. It's also a good idea to equip the Susano-o Arm and carry lots of Panacea—Darkness, Seal and Confusion spells are relentless in this area. Also, try to locate an Asura Blade; it will give you a boost in EXP gained and let you level up much faster.

### New Weapons

Asura Blade



## B1F - B20F

Enemy	HP	EXP	Money	Special Note
Cursed Scarecrow	3,600	4,900	2,450	Casts Curse
Foreman Mole	4,500	5,000	2,500	Sets Traps
Kakka-san	4,300	5,100	2,550	Burns a Talisman
Karakasa Man	4,400	5,200	2,600	Removes a Talisman from weapon
Kodama	4,500	5,500	2,750	Throws Shuriken
Boulder-Head	5,000	5,700	2,850	Immune to Talismans
Chaos Mirror	4,300	5,900	2,950	None
Over-Easy Heads	4,800	6,000	3,000	None
Grade-A Shroom	4,700	6,200	3,100	Casts Poison and Confusion
Ittan Nylon	4,600	6,300	4,150	Seals Talismans
Boom	4,900	6,300	4,150	Self-detonates
Tako Wasabi	4,900	6,500	3,250	Casts Darkness
Kurayami Spider	4,800	6,700	3,350	None
Demon Claw	5,000	7,000	3,400	Disguised as weapon item
Bonfire Lantern	5,400	7,200	3,600	None
Red-Eye Colonel	5,600	7,800	3,800	None
Karasu Tengu	6,000	7,800	3,900	Sends you to a random location

### Boss Floor: Takushiki (13,000 HP)

His Pierce arrow attack will make it difficult to fight him from afar with projectiles, but each pierce only delivers 350 HP damage—much less than Utsuho in Zekku Path. Charge Pills are very effective against Takushiki, since you can add an extra attack turn after smashing into him.

After beating Takushiki, Utsuho will lead you into the final scene of the main game. As you exit the dungeon, all the villagers you healed will come and thank you in person. The villagers you missed will only be shown by name, but their status will be shown as "cured" anyway.

## BONUS DUNGEONS

### Singularity and Path of Trials

After the main game, you can talk to Shino and she will tell you that Gen-An is still missing. From here, you can keep leveling up in the older dungeons or attempt to take on the next two "bonus" dungeons. The entrance to Singularity can be found in the southwest corner of the village, towards the forest. This dungeon features 40 Floors and a boss fight with Gen-An (30,000 HP). He has an Abacus Trap-like move that will slice your HP in half! If you defeat Gen-An and ask Takushiki about the Sacred Gem, you will then be able to access the final bonus dungeon, Path of Trials. Path of Trials features 99 Floors, so you might as well super-glue that Izuna cartridge into your DS if you want to give it a shot! When tackling these long and random bonus levels, your EXP level is pretty much a moot point. It's basically a test of endurance and getting an extremely favorable luck of the draw.



# Select Game Previews



## Guitar Hero II

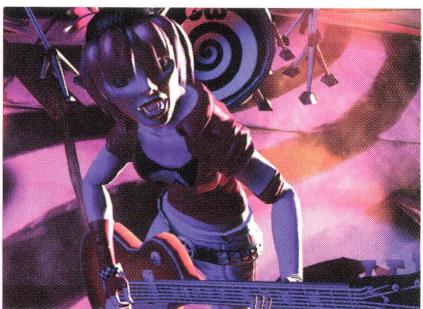
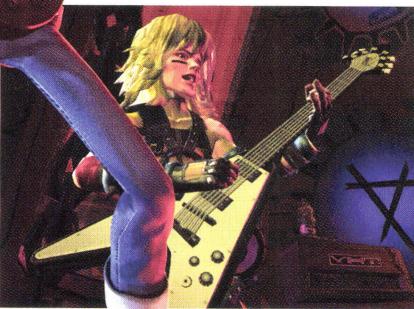
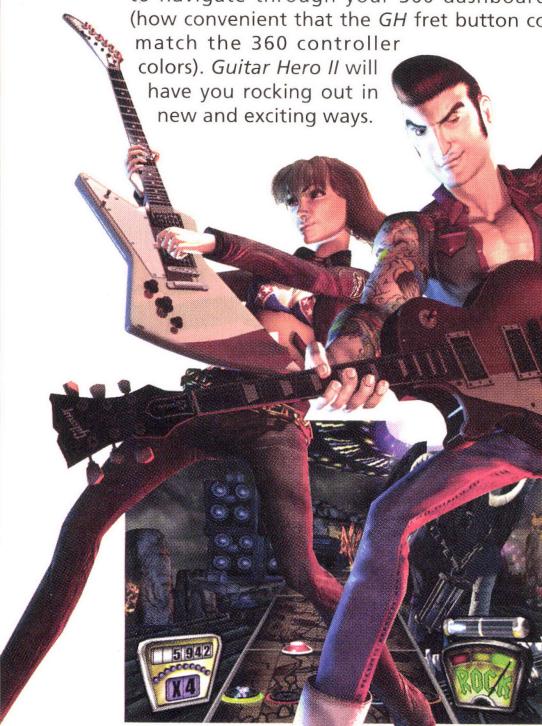


The game has added enough content to be called *Guitar Hero III*.

—Abbie

Publisher: Activision  
In Stores: April

Even if you already own *Guitar Hero II*, don't think you're picking up the same game twice. 10 new songs (by artists like Rick Derringer, My Chemical Romance and Deep Purple), downloadable content and updated graphics worthy of HD make this more than a simple port. Like any 360 game, *Guitar Hero II* adds achievements to the gameplay, and you won't have to be a top-notch player to earn your points; everything from unlocking new venues, buying all the characters and nailing songs in co-op play will unlock achievements. More competitive players will be able to track their progress on the the Xbox Live leaderboards. The online component will also allow players to get new skins, picture packs and, most importantly, new songs for download through Xbox Live Marketplace. Of course, new console also equals new guitar. The white Gibson X-plorer controller comes equipped with a port for a headset, a phone jack (what can it mean!?) and the buttons to navigate through your 360 dashboard (how convenient that the GH fret button colors match the 360 controller colors). *Guitar Hero II* will have you rocking out in new and exciting ways.





## Shadowrun



**Not your daddy's FPS.** This RPG/FPS could be the next *Halo*.

—Bill

**Publisher:** Microsoft  
**In Stores:** June

From 1980 to 2001, FASA was a major force in gaming, producing smash non-electronic RPGs such as *Traveler* and building a string of neo-arcades (the fabled *Battletech* arenas). But *Shadowrun* durable legacy. The classic RPG was electrified four times on various consoles during the '90s (only three made it to the U.S.) but FASA Interactive's upcoming version of *Shadowrun* brings an entirely different game to the table—an FPS! The style is still cyberpunk but this dystopian future-21st century rave-up reinvents much of the classic backstory, which will probably disappoint serious fans, but its Windows Vista graphics could make this a tough piece of punk for fans to turn down.

## SHADOWRUN



## Naruto: Ultimate Ninja 2



Finally, Uchiha Itachi is in this one. SHAN-NAROOOOOO!

—Niles

**Publisher:** Namco Bandai  
**In Stores:** June

A worthy sequel to last year's smash, *Naruto: Ultimate Ninja 2* offers more characters, more story arcs and more excitement for fans of the hit anime series. This time the storyline mode extends well into the Tsunade arc, which means many more of your favorite personalities from the series will make their PS2 debuts here. This new version boasts a roster of over 30 playable characters, an RPG-style customization feature to upgrade your character's abilities, and of course even more missions to keep you up for weeks on end chasing fancy pieces of concept art. With all the extras, enhanced story mode, unlockable bonus content and generally fun fighting action, *Naruto: Ultimate Ninja 2* will be a solid addition to every fan's library.



Wii

# Super Mario Galaxy (working title)

**Publisher:** Nintendo  
**In Stores:** Possible in 2007

In this tentatively-titled action/platform game, Princess Peach has been kidnapped by a space creature, forcing our hero, Super Mario, to undertake a planet-hopping rescue mission. Most of the levels we've seen so far are spherical, with Mario running around the entire surfaces of alien planets as he avoids Bullet Bills and tries to get a handle on alien gravitational fields. What wacky new uses will the game introduce for the Wii Remote and Nunchuk attachment? Will Tatanga make an appearance? When will the game's name be finalized? How can Mario survive in outer space without any visible pressure suit or breathing apparatus? Only Shigeru Miyamoto knows for sure.



Wii PSC RPD

# Heatseeker

**Publisher:** Codemasters  
**In Stores:** April

Heatseeker is a fun arcade-style flight combat game by the same developers who made *Heroes of the Pacific*. Heatseeker is unique in that it makes use of the Wii Nunchuk attachment's motion sensitivity, and is also one of the only Wii games out there for wanna-be pilots. There are 12 plane models with more than 20 different skins, and many of the game's missions are patterned after things you'd have to do as a real navy pilot during his or her career. An instant replay of precision strikes called an "Impact Cam" sometimes shows the last enemy exploding in slow-motion as a nod to your dogfighting skills; the Impact Cam mini-cutscenes even have titles like "Octopus of Flaming Death" to describe the lethal hit you just delivered.



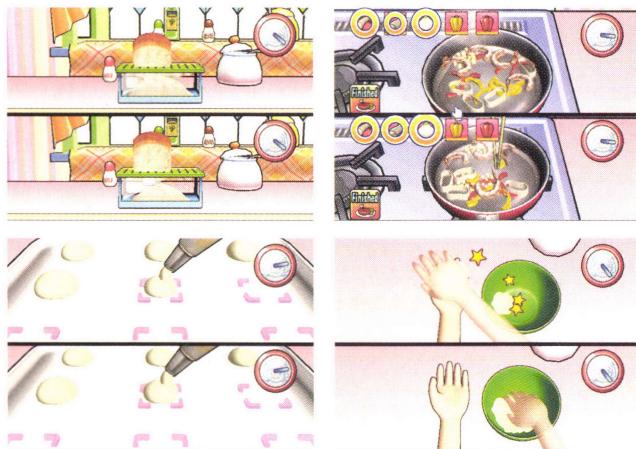
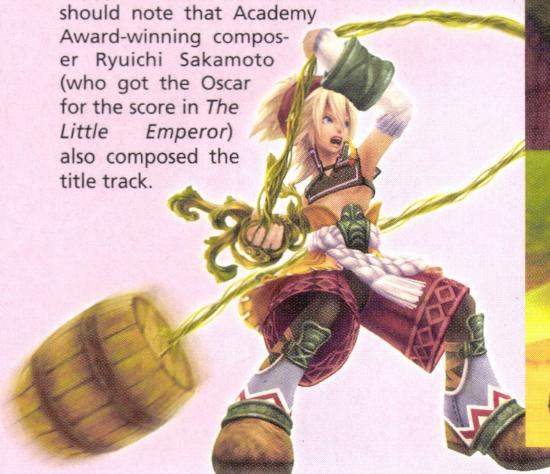
# HEATSEEKER™



## Dawn of Mana

Publisher: Square Enix  
In Stores: 2nd Quarter 2007

The first real sequel to the *Mana* series has been a long time coming—10 long years, to be exact. *Dawn of Mana* reveals the origins of the Mana Tree and the Sword of Mana while bringing the series into the present day. The new 3-D presentation makes the world of Mana look eye-poppingly gorgeous and lets the inhabitants make rather detailed facial expressions to convey their moods. This is the first time a *Mana* game has been in 3-D, but even diehard fans should be happy with such beautiful results. Music fans should note that Academy Award-winning composer Ryuichi Sakamoto (who got the Oscar for the score in *The Little Emperor*) also composed the title track.



## Cooking Mama Cook Off

Publisher: Majesco  
In Stores: 2nd Quarter 2007



Mama is back for some Iron Chef-style kitchen showdowns in this family-friendly Wii title. *Cook Off* lets you challenge a cast of international chefs to out-cook them at their own specialties or compete against friends to whip up over 50 different dishes. Rather than the heavily Japanese-based recipes in the DS title, *Cook Off* features a diverse menu with dishes representing 10 different countries, including France, India, Mexico and Spain. As you might guess, the Wii Remote is used to mash, fry, slice, stir and fulfill all other cooking-related verbs you can think of. Living up to Mama's culinary standards will garner you medals and unlock new dishes.





Wii

## Metroid Prime 3: Corruption



First-person  
*Metroid* where I  
move my arm and  
Samus' arm moves  
simultaneously?  
Yes, please!

—Geoff

Publisher: Nintendo  
In Stores: Possible in 2007

As the final game in the *Prime* series, *Metroid Prime 3: Corruption* aims to answer questions about the mysterious Phazon element responsible for corrupting the planets in *Prime 1* and *2*. Again, Dark Samus appears as a major adversary, infecting planets and hunters alike with Phazon. A Phazon meter is new to the HUD and measures the amount of Phazon corruption Samus is experiencing. Just enough allows her to enter Hyper mode with super-powered abilities, while overloading the meter will kill her. Expect new characters, visors, stacked weapons upgrades with new beams and, of course, a whole new control system using the Wii Remote and Nunchuk. For the first time in all nine *Metroid* games, Samus' gunship comes into play as well, with a special visor giving Samus remote access to the bridge.



PS2

## Shin Megami Tensei: Persona 3

Publisher: Atlus  
In Stores: June

Gekkoukan High School is no ordinary place—all of the students can summon forth a hidden aspect of themselves known as a Persona. These are capable of fighting evil



spirits called Shadows, which inhabit a dimensional rift in time called the Dark Hour. The students need to use their talents to fight against this threat by night, yet somehow muddle through their adolescence by day. *Shin Megami Tensei: Persona 3* itself has a bit of a two-sided personality—you can spend all your time leveling up and battling, but there is also a feature called the Social Link system where you can just concentrate on making new friends and lovers instead!

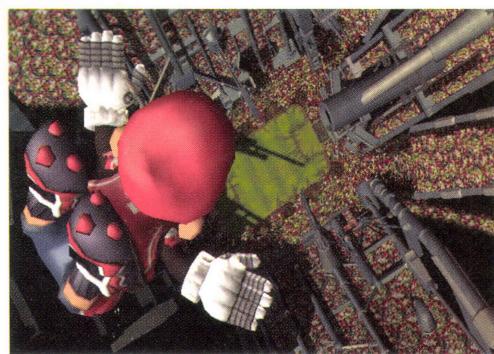
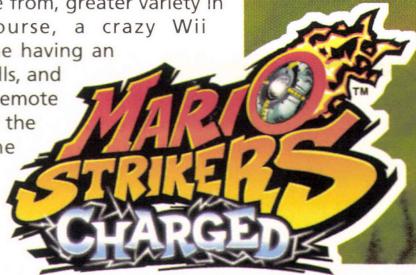


Wii

## Mario Strikers Charged

**Publisher:** Nintendo  
**In Stores:** Possible in 2007

The GameCube *Super Mario Strikers* was great fun, especially in the multiplayer modes, but it lacked the polish and depth of most other *Mario* games. This Wii-enhanced upgrade sets the bar higher, with more team captains to choose from, greater variety in the available stadiums and, of course, a crazy Wii Remote/Nunchuk control scheme! Imagine having an opponent's shot split into five different balls, and you having to target them with the Wii Remote to shoot them all down before they reach the goal—definitely not something that the GameCube could handle very easily. Best of all, *Charged* will offer online play through the Nintendo Wi-Fi service, allowing players to enter tournaments without even leaving their homes.

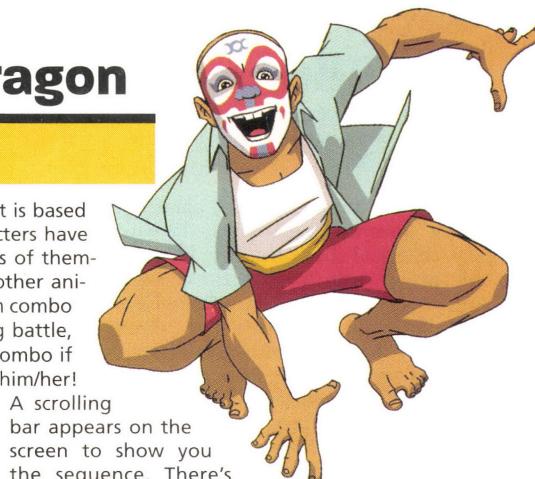


PSP Wii

## Legend of The Dragon

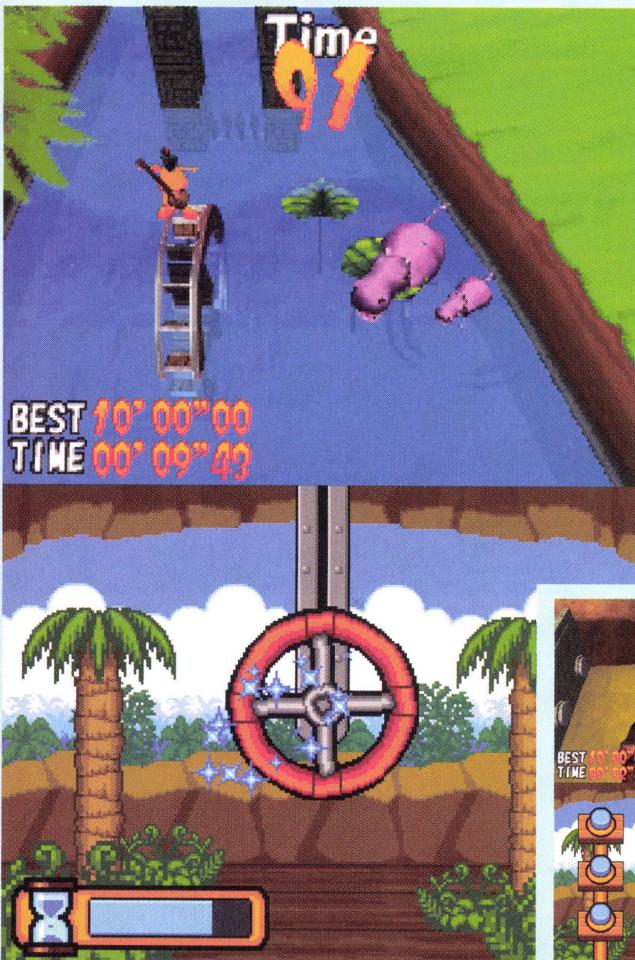
**Publisher:** American Game Factory  
**In Stores:** May

*Legend of The Dragon* is a fighting game that is based on the Chinese zodiac, so many of the characters have the abilities to transform into special versions of themselves that look like rats, tigers, dragons, or other animals. There are 18 characters who can perform combo attacks and also special magic attacks. During battle, you can even defend against an opponent's combo if you press the exact same button sequence as him/her!



A scrolling bar appears on the screen to show you the sequence. There's also a quest mode where you can perform different feats and try to unlock some power moves by fulfilling a series of challenges.





DS

## Cookie & Cream



**Editor's  
PICK**

*Cookie & Cream* on the go...with Wi-Fi and DS Download play? Sold!

—Chris

**Publisher: AgeteC  
In Stores: 2nd Quarter 2007**

Originally released for the PS2 in 2001, *Cookie & Cream* was one of the most overlooked games of its time, and one of the best cooperative two-player games EVER. With one player controlling Cookie and the other controlling Cream, neither could advance through the obstacle course in each level or beat a boss without the other player's help, which always yielded hilarious and satisfying results. The DS version puts player navigation on the top screen and uses the bottom screen for solving puzzles and disarming traps. The ambidextrous can control both characters (using the D-pad and touch screen) in single-player mode, but the two-player action is where it's at. You can hook up with another player via wireless or Wi-Fi, and certain stages can be tackled in DS Download play.

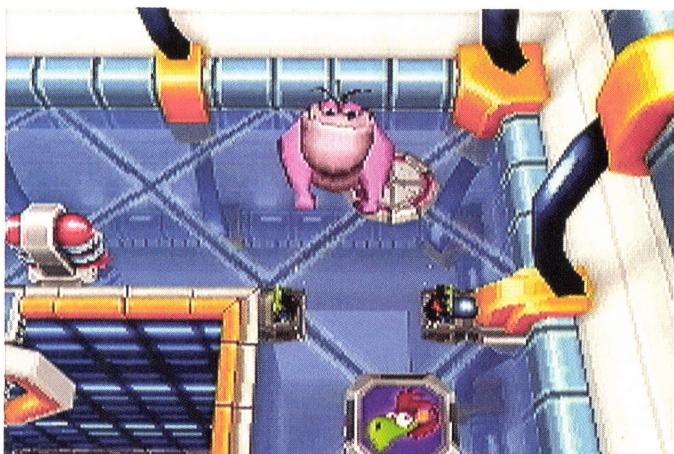


DS

## Pet Alien

**Publisher: American Game Factory  
In Stores: May**

*Pet Alien* is a unique puzzle game with some adventure elements. If you've played any of the *Lost Viking* titles, you'd be familiar with the concept of switching out characters to bypass different obstacles in levels. There are five different aliens in the game with unique abilities, such as super speed, strength, an elastic tongue, flying and the ability to push and pull boxes. Each level is designed like an obstacle course where you need to figure out which skills will get you to the exit.





## Upcoming Games

Release Dates Subject to Change

### APRIL

- Brothers in Arms: Hell's Highway (Ubisoft) 360 • PC
- Bust a Move Bash (Majesco) Wii
- Cake Mania (Majesco) PC
- Code Lyoko (Game Factory) DS
- Dead Head Fred (D3) PSP
- Guitar Hero 2 (Activision) 360
- MLB 07: The Show (Sony) PS3
- ToonDoku (Majesco) DS

### MAY

- The Darkness (2K Games) 360 • PS3
- Mass Effect (Microsoft) 360
- Mortal Kombat: Armageddon (Midway) Wii
- Shadowrun (Microsoft) 360
- Shrek the Third (Activision) 360
- SNK vs. Capcom: Card Fighters DS (SNK) DS
- Spider-Man 3 (Activision) 360 • Wii • PS3 • PS2 • DS • PSP • GBA

### JUNE

- After Burner: Black Falcon (Sega) PSP
- Age of Conan: Hyborian Adventures (Eidos) PC
- BioShock (2K Games) 360
- Brooktown High (Konami) PSP
- Command & Conquer 3: The Tiberium Wars (EA) PC
- Elder Scrolls Travels: Oblivion (Bethesda) PSP
- Enemy Territory: Quake Wars (id/Activision) PC
- Medal of Honor: Airborne (EA) PC
- NBA Street (EA) 360 • PS3
- QuickSpot (Namco Bandai) DS
- Rogue Warrior (Bethesda) 360 • PS3
- Silent Hunter (Ubisoft) Q2
- Steel Horizon (Konami) DS • PSP
- Too Human (Microsoft) 360
- Touchmaster (Midway) DS
- Warhawk (Sony) PS3
- World in Conflict (Vivendi) PC

### 3RD QUARTER 2007

- Alien Syndrome (Sega) Wii • PSP
- Bladestorm: The Hundred Years' War (Koei) 360
- Frontlines: Fuel of War (THQ) 360 • PS3
- Half-Life 2: Episode 2 (Valve) PC
- John Woo Presents: Stranglehold (Midway) 360 • PS3
- Overlord (Codemasters) 360
- The Sims Pet Stories (EA) PC
- Spore (EA) PC
- Too Human: Part 1 (Microsoft) 360
- Turok (Buena Vista) 360 • PS3

### 4TH QUARTER 2007

- Dark Sector (D3) 360 • PS3
- Fury (Gamecock) PC
- Go Pets (Konami) DS
- Grand Theft Auto IV (Rockstar) 360 • PS3
- Hellgate London (Namco) PC
- Insecticide (Gamecock) PC

Portal (EA) 360 • PS3 • PC

Team Fortress 2 (EA) 360 • PS3 • PC

Universe at War: Earth Assault (Sega) PC

Warhammer Online: Age of Reckoning (EA) PC

### POSSIBLE IN 2007

- Alan Wake (Remedy) 360
- Alone in the Dark (Atari) 360 • PS3
- Assassin's Creed (Ubisoft) 360 • PS3
- Battalion Wars 2 (Nintendo) Wii
- Big Brain Academy (Nintendo) Wii
- Blue Dragon (Microsoft) 360
- Burnout 5 (EA) 360 • PS3
- Clive Barker's Jericho (Codemasters) 360 • PS3
- Crisis Core: Final Fantasy VII (Square Enix) PSP
- Crysis (EA) PC
- Crossfire (Eidos) 360
- Devil May Cry 4 (Capcom) PS3
- Disaster: Day of Crisis (Nintendo) Wii
- Eyedentity (Sony) PS3
- Fall of Liberty (Codemasters) 360 • PS3
- Far Cry 2 (Ubisoft) PC
- Fifth Phantom Saga (Sega) PS3
- Final Fantasy XIII (Square Enix) PS3
- Formula One Championship Edition (Sony) PS3
- Gran Turismo HD (Sony) PS3
- GTR (THQ) 360
- Halo 3 (Microsoft) 360
- Halo Wars (Microsoft) 360
- H.A.M.M.E.R. (Nintendo) Wii
- Kane and Lynch: Dead Man (Eidos) 360
- Lost Odyssey (Microsoft) 360
- Mario Strikers Charged (Nintendo) Wii
- Marvel Universe Online (Microsoft) 360
- Mercenaries 2: World in Flames (EA) PS3
- Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
- Metroid Prime III: Corruption (Nintendo) Wii
- Mobile Suit Gundam (Namco Bandai) PS3
- Ni-Oh (Koei) PS3
- Pet Alien (The American Game Factory) DS
- Project Gotham Racing 4 (Microsoft) 360
- Resident Evil 5 (Capcom) 360
- Sega Rally: Revo (Sega) 360 • PS3
- The Sims Castaway Stories (EA) PC
- Skate (EA) 360 • PS3
- Super Mario Galaxy (Nintendo) Wii
- Super Smash Bros. Brawl (Nintendo) Wii
- Tekken 6 (Namco Bandai) PS3
- Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360
- Wargrounds: Supreme Commander (THQ) PC

### POSSIBLE IN 2008

- Hail to the Chimp (Gamecock) 360 • PS3
- Hero (Gamecock) 360 • PS3 • PC
- Mushroom Men (Gamecock) 360 • PS3



# READER MAIL

**Write to us at [Mail@TipsTricks.com](mailto:Mail@TipsTricks.com)**

## READER MAIL

### DEATH JR. 2 WEAPON UPGRADE CODE

I have discovered a new cheat code for the game *Death Jr. 2: Root of Evil* for the PSP. The code has not been published in your newest magazine. The cheat code is: Up, Up, Down, Down, Left, Right, Left, Right, X, O. The code is input like the others, by pausing the game and holding down the L button while entering the code. This code has the following effect: When you complete a weapon and buy it from the Death Fish, you can input the code to automatically upgrade the weapon to its fullest extent. The code works for all weapons in *Death Jr. 2: Root of Evil*. I also realize this is the same code that unlocked all weapons in the first *Death Jr.* game. If you wouldn't mind giving me a little credit for the discovery of this code, it would be great. I hope to see this code published in your next magazine.

—Bodie Schlobohm  
via e-mail

Nice find; thanks for sending it in!

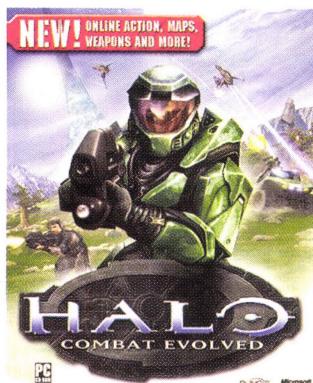
### NOT FADE AWAY

The PC version of *Halo: Combat Evolved* is slowly fading away. And I don't want to have it die so soon. I am a leader of a clan called Spartan-Marine-Corp. (a.k.a SMC) in *Halo*. SMC is also part of a bigger group called the Spartan Union. Here we compete with each other, support the livelihood of each clan and also compete in the *Halo* PC league on the KlanWars.com site.

I was really hoping that you could bring *Halo* PC into your *Halo* 2 column somehow. It could bring back old players of *Halo* PC and also bring in some newcomers. Well, this is only a suggestion which I doubt will be used, but it was worth a try. Continue making *TIPS & TRICKS* the great magazine it is. And bringing PC games in will keep me a subscriber for even more years to come.

—Luis Villafane, a.k.a. (SMC) Thrill  
Reading, PA

We're not sure if you noticed, but we recently changed the name of our *Halo* 2 Insider column to simply *Halo* Insider.



If you don't have e-mail access,  
Earl will still carry your snail mail  
with a smile and deliver it to:  
**TIPS & TRICKS**, 8484 Wilshire Blvd.  
#900, Beverly Hills, CA 90211



We mainly did this because of the gradual shift over to *Halo 3* coverage, but now that *TIPS & TRICKS* includes PC games, there's no reason why our *Halo* boy Mark "Sgt." Johnson can't talk about *Halo* PC...or the upcoming PC version of *Halo 2*, for that matter. Thanks for the suggestion!

### DENIED

Here's a sad story: For months and months I faithfully filled out the *TIPS & TRICKS* "Bonus Giveaway" surveys, always carefully answering each question. Every month I hoped that my dream of winning fabulous equipment and games would come true!

Alas, though I carefully filled out each question, I did not carefully read the "Entry and Official Rules." Or maybe I read them but mentally blocked out any roadblock that would prevent my triumphant win.

At any rate, one day, as I eagerly read and re-read all that I could someday be mine, I read the small print that said, "Residents of Arizona are not eligible to participate."

Whaaat? Why not? I couldn't believe that all potential riches that could have been mine were now gone—dashed by eight little and medium-sized words!

So, in all seriousness, why not? Or could I be reading it all wrong?

By the way, I still love your magazine...for now, anyway, until the next severe blow!

—R. Williams  
via e-mail

Unfortunately, the laws of certain states do not allow certain types of contests or sweepstakes, while others place age limits on the entrants. Arizona law has some of the most severe restrictions in this regard. For the record, we love our Arizona readers, and we value the input that you provide on the reader surveys. It's not like we don't want to give you prizes; it's just that we don't always have the legal right to do so. Sorry 'bout that; it's a crazy, mixed-up world.

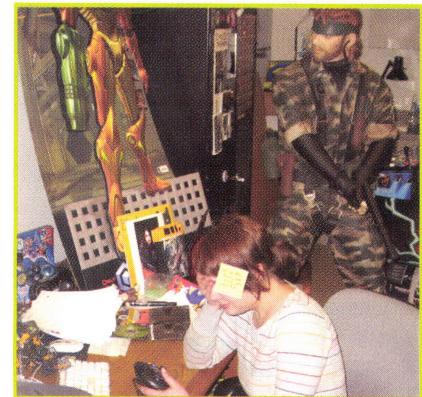
### DAMNED NEAR IMPRESSED

I have been collecting your magazine for well over a year now and I'm damned near impressed. Let me just say

that you have the coolest job ever. So, from one gamer to another, is the *TIPS & TRICKS* office like the one from the movie *Grandma's Boy*?

—John Page  
Niagara Falls, NY

No, the *TIPS & TRICKS* office is nothing like the one in *Grandma's Boy*.



### CHAMBER OF TYPOS

I just wanted to point out an error in your strategy guide for *The Legend of Zelda: Twilight Princess*. Under the part where there should be info for the Chamber of Ordeals, there is a reprint of the info for finding the tears of light. I couldn't find anything about the Chamber of Ordeals in your guide and I really want some info.

—Antonio Caudillo  
via e-mail

You are correct sir; the wrong text was used in that part of the page. Here's

### TOKEN OF THE MONTH



Front



Back

This month's token comes from the Daytona Lagoon entertainment complex in Daytona Beach, Florida. It was sent in by Casey Brewer of Lucedale, Mississippi. Thanks, Casey!

Arcade players and operators: Send us a token from your favorite arcade! Put the token in a secure envelope and send it to:

*Token of the Month*  
*TIPS & TRICKS* Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211



what Abbie originally had to say about the Chamber of Ordeals:

As you cross the Gerudo Desert, you'll see a large stone structure sticking up out of the ground. This is part of the Eldin bridge, and you'll be able to warp it back into place. Follow the stairs beneath where the bridge piece stood to enter the Chamber of Ordeals. Be prepared. You can only complete the Chamber after you earn the Double Clawshot, and there are very limited hearts to collect (as Wolf Link, use your senses on Levels 8, 18, 22, 27, 34 and 45 to find them), with no replenishments for other items. Stock up, especially on blue potions, before you attempt its 50 levels. Getting through it will earn you Great Fairy Tears and the ability to replenish them at Spirit Springs.

Sorry about the mix-up.

#### FINAL FANTASY FOUL-UP

In the February 2007 issue, in *Final Fantasy World's "Tourists' Guide to Ivalice (Special Espers Edition)*, it tells you how to get the Dull Fragment [in *Final Fantasy XII*]. It says after you get the Sluice Gate Key you go to the Central Waterway Control in the Garamsyte Waterway, open up all the gates, then close No. 11, close No. 4, close No. 3, then open No. 4. But you can't operate three gates at a time, only two, so what do I do?

—Alex Orduna  
Huntsville, AR

*Charlotte responds: The "Tourists' Guide to Ivalice" is written by adventurers while in the field. Scrambling to meet deadlines while fighting monsters sometimes results in pieces of parchment being chomped up—in other words, I think a Rogue Tomato ate a vital part of*

my report. What you should actually do in the Central Waterway Control is open up all the gates first, then close No. 11, close No. 4, OPEN NO. 11, close No. 3, then open No. 4.

#### PC TIPS

I really like the changes that you've been making in *TIPS & TRICKS*, especially the new PC coverage. I always figured you would do that someday, and I think a lot of people will be glad you did. What I really want to know is, are you going to have a PC Tips section in the back of the magazine with cheat codes, like the *PlayStation 2 Tips* and *Xbox Tips*, etc. that you currently have?

—Curtis Dupre  
Chesapeake, VA

Yep! That's definitely one of our current goals. However, it's going to take some time for us to build up a PC game library that's comparable to our console game archive. Since we have a reputation for testing every code that goes into the magazine, we have to make sure that our PC codes get the same amount of love. It'll definitely happen soon.

#### UNTIL I DIE

I am a big fan of your magazine. The reason I am writing is because I want to know if you get most of your cheats from the Internet. Another question is, what kind of Xbox game do you think I should get? Oh, yeah...if you don't get your cheats from the Internet, where do you get them from? If you print this or not, I will keep reading, use, keep and enjoy [the magazine] until I die. You guys rock, and can you please publish this?

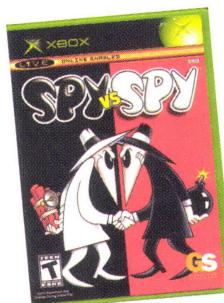
—Jeremy Hamm  
Irvine, KY



Congratulations to NIGEL CASSAR of Orlando, Florida, winner of a Nintendo Wii in *TIPS & TRICKS* Bonus Giveaway #6!

We don't get most of our cheats from the Internet, but we do keep an eye on it. We keep an eye on EVERYTHING. Sorry, we can't tell you too much about our cheat-finding procedures. Maybe someday we'll write a book...yeah, that's the ticket.

It's hard to tell you what kind of Xbox game you should get, because we don't really know anything about your tastes in games. So we'll just take a shot and suggest that you pick up *Spy vs. Spy*.



#### FREE GAME

Is there any way I can get you to add a code for an arcade game? If so, I have one for the *Ms. Pac-Man/Galaga 20 Year Reunion* cabinet: When it shows the demo of *Galaga*—where it looks like someone is playing—wait until the first galaga starts trying to capture you, then start pressing the FIRE button continuously. The galaga ship will be destroyed, and you will be controlling the ship! If you destroy some but not all of the ships before the end of the demo, and don't get destroyed yourself, the game will go into a "system check" screen, which will tell you if the game is working properly. I do this all the time!

—Alex Whoever  
via e-mail

So if the game is "working properly," you can walk up and play it for free? No wonder the arcade industry is in a slump!

#### A SPECIAL TIP

Check it out: The *TIPS & TRICKS* editors have worked a way to give our loyal subscribers a renewal deal that is not open to the general public. Consider it a VIP membership. When you receive your first subscription renewal notice in the mail, be sure to get our "BEST DEAL" and give us your e-mail address. Our "BEST DEAL" is a one-time-only opportunity to renew your subscription for up to three years at a price guaranteed to make you smile. For a limited time, you'll be able to sign up for a total of 51 issues, including three extra issues and 12 Codebooks—not to mention "Total Access" to the state-of-the-art *TIPS & TRICKS* Web site we are even now constructing—at an amazingly low price. Use it or lose it, brothers and sisters.





# THE TWISTING NETHER

Reporting Live From the World of Warcraft

**VOL.  
1**

by Geoff Arnold

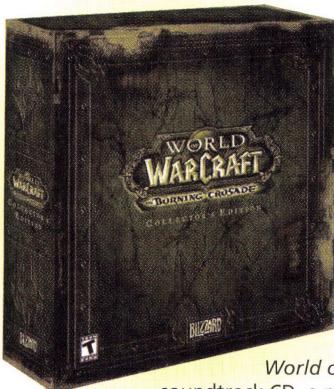
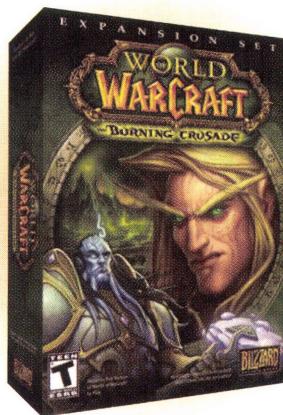
## THE BURNING CRUSADE LAUNCHES!



The first official *World of Warcraft* expansion set, titled *The Burning Crusade*, launched on January 16th. As part of the launch campaign, hundreds of select stores throughout the United States were open at mid-

night on the 15th for those hardcore players who wanted to get started on the new content right away. Braving the elements, these players stood in line for hours (some even started lining up 10 or more hours early) to ensure they picked up a copy of the game before the store sold out.

We were lucky enough to be part of the launch that took place at the EB Games store at the Universal CityWalk in Universal City. To advertise the launch, several giant *TBC* banners were hung outside of the store and the game's trailer was being played repeatedly on the large Trinitron outside. With only three hours left until midnight, there were already several dozen players lined up in front of the store; so many, in fact, that the crowd had to be split into three separate lines. Some were passing the time by playing the *World of Warcraft Trading Card Game*, some were talking excitedly about what they were going to do first after entering The Dark Portal and some were simply waiting patiently and trying to stay warm. Surprisingly, no cries of "Alliance sucks!" or "Horde racials are overpowered!" were heard from the crowd; everyone seemed to put away their factional differences for the night.



There were two versions of *The Burning Crusade* available at launch: a Standard Edition and a Collector's Edition. The Standard Edition (MSRP: \$39.99) includes *The Burning Crusade* expansion set, two 10-day trial gaming cards, a short Blizzard merchandise catalogue and an instruction manual. The Collector's Edition (MSRP: \$69.99) includes all of the items from the Standard Edition, along with several bonus items, including *The Burning Crusade* expansion set on both CD and DVD, a *World of Warcraft: The Burning Crusade* soundtrack CD, a mousepad featuring a map of Outland, *The Art of World of Warcraft: The Burning Crusade* hardcover art book, the *World of Warcraft: The Burning Crusade Behind the Scenes* DVD, a pair of *World of Warcraft Trading Card Game* Starter Packs and a special in-game pet called the Netherwhelp.

## BLOOD ELVES AND DRAENEI: A CLOSER LOOK

With the recent release of the *World of Warcraft* expansion set *The Burning Crusade*, many players are abandoning their older characters for one of the two new races, Blood Elf or Draenei. This month I'll take a brief look at both classes and discuss why you might want to choose one over the other.

### Blood Elf



#### Starting Location

Sunstrider Isle in the Eversong Woods, Eastern Kingdoms

#### Available Classes

Paladin, Hunter, Rogue, Priest, Mage, Warlock

#### Racial Abilities



**Enchanting skill increased**—Arcane Affinity is a passive racial ability that increases your Enchanting skill by 10.



**May drain mana from opponents**—Mana Tap is an instant-cast racial ability spell on a three-second cooldown. Using this ability will drain a certain amount of mana from an enemy and empower the character.

This ability can stack up to three times, and each successful cast will grant you a ten-minute time limit to use Arcane Torrent. The amount of mana drained increases with your character's level.



## Blood Elf continued



**May silence nearby opponents**—Arcane Torrent is an instant-cast racial ability spell on a two-minute cooldown. Using this ability will silence all enemies within an eight-yard radius for two seconds. Additionally, the ability will restore a certain amount of mana or energy to the character, based on the number of Mana Taps you have performed.



**Resistant to magical damage**—Magic Resistance is a passive racial ability that increases resistance to all schools of magic by five.

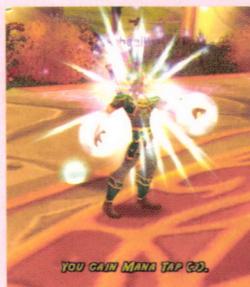
### Five Reasons to Choose a Blood Elf

There are several reasons to choose a Blood Elf over other races, and depending on what type of class you want to play, a Blood Elf might be the best choice for you.



1. Arcane Affinity gives you a leg up on all Enchancers in the game. Those ten skill points allow you to learn higher-level enchantments sooner, and you'll be able to Disenchant items sooner than others. If you are planning on taking up Enchanting, it's Blood Elf or bust!

2. The Mana Tap and Arcane Torrent combination is very sweet, and benefits any class. Not only can you restore mana or energy to yourself without using potions or gear (or having to rely on support classes every three minutes), but you also get an AoE silencing effect on top of it.



3. Magic Resistance is a definite bonus. +5 resistance to all schools of magic is like a free piece of resistance gear or a free resistance buff from another class. +5 resistance may seem small, but the benefits of resisting spells will add up over time.



4. The Blood Elf is the only class that is capable of being

a Paladin on the Horde side. This is a huge deal for the Horde, so if you are planning to start a support class with the idea of raiding in mind, the Blood Elf would probably be a good choice.

Ashaelin



5. Bad guy Elves rock hard. And they burn up the dance floor like freaks.

The Blood Elves are the most "attractive" race on the Horde side, and although this might not seem like a distinct advantage, just think of all of the

times in player-versus-player combat where Alliance players will stop to gawk at you. An ideal Blood Elf would be some type of caster class to take advantage of the Mana Tap/Arcane Torrent combination, with Enchanting as one of their primary professions.

## Draenei



### Starting Location

Azuremyst Isle, Kalimdor

### Available Classes

Warrior, Paladin, Hunter, Priest, Shaman, Mage

### Racial Abilities



**Jewelcrafting skill increased**—Gemcutting is a passive racial ability that increases your Jewelcrafting skill by five.



**May heal self or others over time**—Gift of the Naaru is a 1.5-second cast racial ability spell on a three-minute cooldown. When cast, Gift of the Naaru heals the target for a certain amount of damage over 15 seconds. Gift of the Naaru can be used on yourself or on others and the amount healed scales with the character's level.



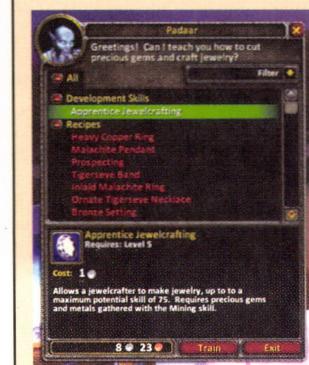
**Party members' chance to hit with melee and spells increased**—Inspiring Presence and Heroic Presence are passive racial abilities that increase your chance to hit with spells by 1% and melee attacks by 1%, respectively. Inspiring Presence is only available to Priests, Shamans and Mages, and Heroic Presence is only available to Paladins, Warriors and Hunters. This ability will only work on party members that are within a 30-yard radius of the player's character.



**Resistant to Shadow damage**—Shadow Resistance is a passive racial ability that increases resistance to Shadow magic by 10.

### Five Reasons to Choose a Draenei

Let's face it, the Draenei aren't as attractive as some of the other races in the game, so this may turn a few people off if they are looking to play a "pretty boy" race. Nonetheless, a Draenei could be an excellent choice for you.

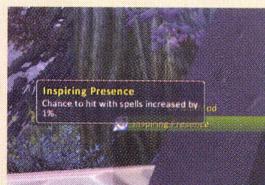


1. If you want to pursue Jewelcrafting, Draenei are the #1 choice. An additional five skill points in Jewelcrafting will have you learning recipes and cutting gems faster than the other races.



## Draenei continued

2. Gift of Naaru is a huge and probably underappreciated ability. The ability to heal yourself every three minutes without using any mana or having to rely on another class is crazy good. Draenei are the only race that can heal themselves for free.



3. Inspiring Presence and Heroic Presence may not seem like worthwhile abilities at first glance, but consider this: 1% hit stays static with your level, meaning that no matter

what level you are, you will always have 1% hit, regardless of the +hit rating that you need to achieve 1%. What does this mean exactly? You don't have to waste hard-earned gold on gear or gems that provide +hit for your spells and melee attacks, and you can drop 1% hit and concentrate on buffing up other stats such as Stamina, Attack Power or additional Damage.

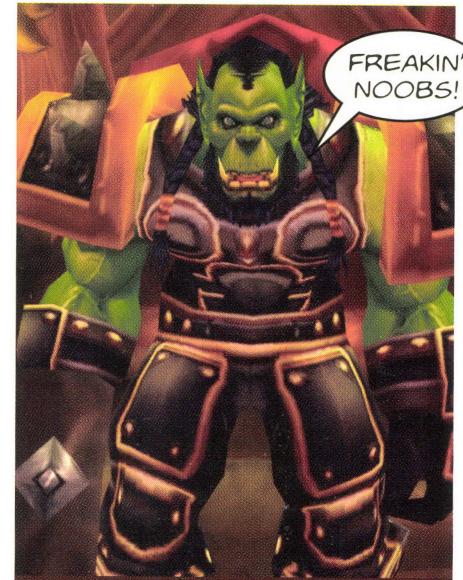
4. Shadow Resistance is icing on the cake, really. There are many mobs in *The Burning Crusade* that attack with Shadow spells or have Shadow damage auras, and +10 resistance is nothing to laugh at. This may also save you an item or trinket slot when facing bosses that do Shadow damage, since you'll have an additional +10 resistance to play with.



as one of their primary professions.

5. Because everyone likes creatures with octopus faces. And blue skin is totally in this year.

The Draenei's racial abilities would work well in both solo and raid environments, and they have a unique appearance that makes them appealing. An ideal Draenei would be one who does not already have to rely on healing themselves (Paladin, Priest, Shaman) as these classes would not get the most benefit from Gift of Naaru, and would want to choose Jewelcrafting



## Know-It-All Thrall

Thrall is the big, bad Horde Warchief. He takes guff from no one and would own you faster than a ninja-looter owns your epics. Thrall's been around for a while and has a great deal of knowledge, so if you've ever wanted to consult the Warchief, here's your chance.

**Q:** Thrall, with most of my guild being well on the way to Level 70, our focus has shifted a bit from raiding the "old" dungeons to working toward gearing up to complete Karazhan. Some of my guildies think it's a bad idea to continue raiding old content, whereas I think that there are still some drops that we are able to use. Should we just give up on the old stuff or should we continue raiding as we level?

**A:** You should poll your guild and find out where everyone's focus lies. Keep in mind that if you continue raiding, you will gain experience as a group that might help you in some of the future encounters, such as Karazhan.

**Q:** Thrall, I am so tired of overpowered Warlocks and Hunters! They are so overpowered that even most Warlocks and Hunters agree that they are overpowered! They need a serious nerf! What do you plan to do about this?!

**A:** I am paper. Rock is fine. Nerf scissors.

**Q:** Thrall, you look like a big guy. Do you work out? What do you follow as a diet plan, or what would you recommend to stay in shape?

**A:** I bench-press Dwarves, usually 10 or so at a time, three to five sets of 10 repetitions every other day. For dieting, I follow a strict diet of eating only Gnomes...baby ones.

## World of Warcraft Clothing and Loot

Officially licensed by Blizzard, J!NX clothing has created a plethora of *World of Warcraft* T-shirts, hoodies, hats, patches, pins and stickers for *WoW* enthusiasts. Available in a number of sizes and styles for boys, girls, adults and toddlers, the items feature iconic locations, phrases, logos and artwork from the popular MMORPG. Prices range from \$1.99 (pins) to



\$17.99 (T-shirts) to \$39.99 (hoodies) and up. Products are available now through J!NX's Web site ([www.jinx.com](http://www.jinx.com)), through any Hot Topic retail store or through Hot Topic's Web site ([www.hottopic.com](http://www.hottopic.com)).

**HOME IS WHERE THE HEARTHSTONE IS...**





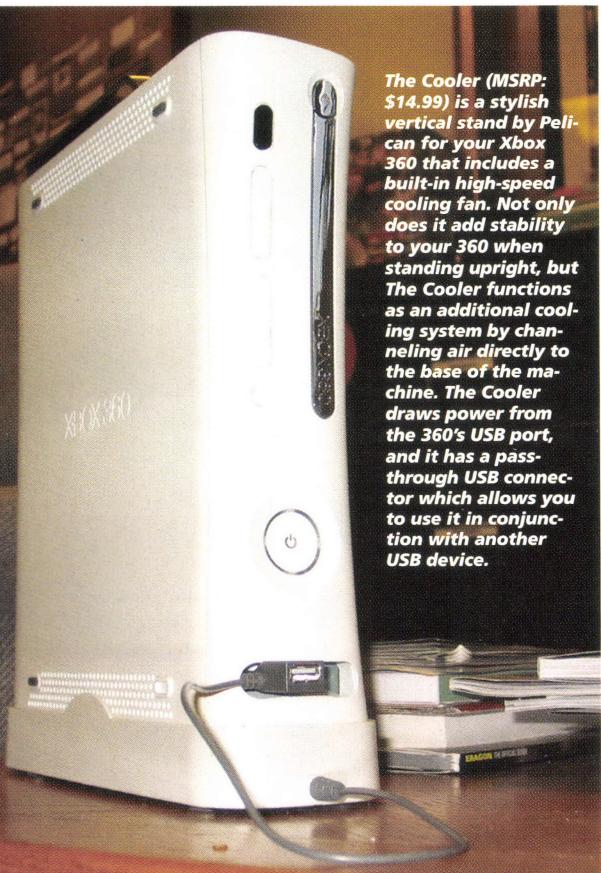
# Gaming Gear

hardware  
peripherals  
accessories



**Pelican's Nintendo DS Lite Duo Game Cases** are perfect for transporting or traveling with your DS games. Each case holds up to six Nintendo DS games, with a space for an extra stylus. Three different styles are available: Mario, Peach or a cast of Mario characters including Yoshi, Toad and Daisy. Each case is available for \$9.99.

**The Cooler** (MSRP: \$14.99) is a stylish vertical stand by Pelican for your Xbox 360 that includes a built-in high-speed cooling fan. Not only does it add stability to your 360 when standing upright, but The Cooler functions as an additional cooling system by channeling air directly to the base of the machine. The Cooler draws power from the 360's USB port, and it has a pass-through USB connector which allows you to use it in conjunction with another USB device.

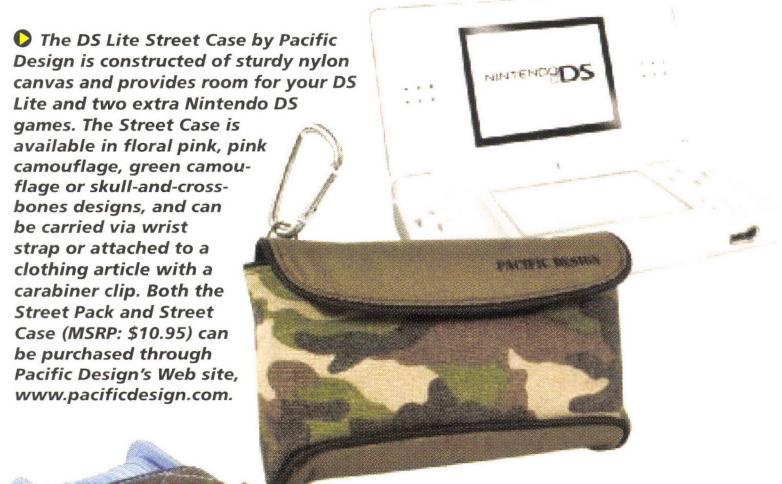


**Pelican's AIR FLO Cooler** (MSRP: \$29.99) attaches to the back of your Xbox 360 through the A/V, USB and LAN connectors and extends the system's capabilities by offering multiple video output solutions. By using the selection settings on the back, you get composite, component, S-video and VGA output without the need for system-specific cables. A USB hub allows you to connect up to four USB devices, and there's even a LAN port and digital optical audio output. The AIR FLO Cooler also has two built-in high speed fans to provide additional cooling to your 360.



**Pelican's Play Juice** (MSRP: \$9.99) is a charging and extension cable for your Xbox 360 controller. The 10-foot cable plugs into your 360 controller and charges the device while you play, so you don't have to swap batteries or switch to a different controller in mid-game. The Play Juice's recharge time is right around six hours.

**The DS Lite Street Case** by Pacific Design is constructed of sturdy nylon canvas and provides room for your DS Lite and two extra Nintendo DS games. The Street Case is available in floral pink, pink camouflage, green camouflage or skull-and-crossbones designs, and can be carried via wrist strap or attached to a clothing article with a carabiner clip. Both the Street Pack and Street Case (MSRP: \$10.95) can be purchased through Pacific Design's Web site, [www.pacificdesign.com](http://www.pacificdesign.com).



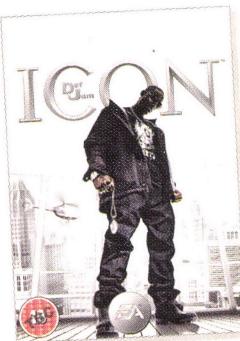
**Pacific Design's DS Lite Street Pack** (MSRP: \$19.95) lets you transport your DS Lite in style. It features an easy-to-open magnetic clasp and can hold up to four additional DS games. The zippered compartment is made for accessories such as earphones or an AC power adapter. Available in four different styles, including solid blue, pink, green camouflage and skull-and-crossbones designs.



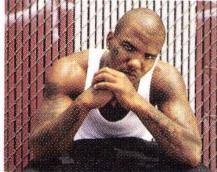
# SOUND TEST

Video-Game Music News and Notes

by Tom Farrell  
Vol.  
**2**



work for you as you engage in a music-attuned combat system unlike anything ever released before. *Def Jam: Icon* allows you to manipulate the analog sticks like turntables



Go ahead and kick  
The Game's ass in  
*Def Jam: Icon*



to work the beats, jointz and environments. You can cancel your opponents with fisticuffs—or music that causes your surroundings to react—from exploding gas pumps to wayward spinning helicopter blades. Oh, pleeeeeze let there be a scene in a cutlery store! *Def Jam: Icon* features some of hip-hop's hottest hombres that you can fight against—or with—including The Game, Paul Wall, T.I. and Ludacris. For the PS3 and the Xbox 360, boyyyyyyy!



## play with ray

Very few musicians have managed to successfully merge the worlds of music and video games. Raymond Herrera is one of those people. As the drummer for industrial metal band *Fear Factory*, Herrera has toured the world and earned one platinum and three gold records. His company, 3volution Productions, produces music, ambient sounds and voice-overs for computer games. Along with his band *Fear Factory*, Herrera has landed his music in an impressive list of video games, including *Ghost Recon: Advanced Warfighter*, *Infected*, *Blitz: The League*, *Rainbow Six: Lockdown*, *NFL GameDay*, *Enter the Matrix*, *NFL Extreme* and four installments of *Test Drive*, one of which (*Test Drive V*) included the *Fear Factory* tour van as an unlockable vehicle.

Herrera and his bandmates have an equally impressive resume for movies and television. You can hear them in *C.S.I.*, *Carrie 2*, *Freddie vs. Jason*, *The Texas Chainsaw Massacre* and video game flicks *Resident Evil* and *Mortal Kombat*.



We caught up with Ray to see what video games are getting his quality time in his collection of consoles.

**TIPS & TRICKS:** What are you playing these days?

**Raymond Herrera:** *Halo 2* and *Scarface* for the Xbox. For the Xbox 360, it's *Ghost Recon: Advanced Warfighter*, *Gears of War*, *Eragon* and *WWE Smackdown vs. RAW 2007*. And the tennis game for the Wii is really good.

**T&T:** What future projects are you and *Fear Factory* working on?

**RH:** I have a lot of video game projects coming up that we will be doing audio for, but I cannot mention them at this time. We are working on the new *Fear Factory* record at the moment as well.



Ray with some of his favorite games and systems

# GUITAR HERO GIRL-VS.-GIRL THROWDOWN!



**Black Sabbath's Tony Iommi and his daughter Toni-Marie Iommi**

Guitar Hero events and parties are springing up like emo bands. Last year developer Red Octane held a funeral in London to commemorate the "Death of the Air Guitar"—and the release of *Guitar Hero II*. The event was held in a real church with pallbearers hoisting a guitar-shaped coffin into a crematorium. White Rose Movement and LunarMile provided the music, the latter featuring Toni-Marie Iommi, daughter of Black Sabbath's Tony Iommi.

So we decided to host our own event, a challenge featuring four female fret-burners. OK, three; Chime Records singer/songwriter Alison Ray picked up her first guitar right around the same time we held our *Guitar Hero* challenge. Our other competitors included Jean Hsu, guitarist for Teenacide Records' girl-group the Holograms; fellow Teenacide all-girl band Rocket's guitarist Lauren Clark; and Robin Beacham, guitarist for all-girl Cheap Trick/Aerosmith tribute bands Cheap Chick and Ladysmith. We gave each girl three songs to see who could rack up the highest score. While Jean, Lauren and Robin all had guitar experience, none of them had ever played *Guitar Hero*.

Jean blazed into the lead, scoring 45,803 points with White Zombie's "Thunder Kiss 65." Robin pulled in 26,536 with Bad Religion's "Infected," while Lauren and Alison chose the Ramones classic "I Wanna Be Sedated," tallying up 13,993 and 12,183, respectively.

Lauren started round two, nailing down 25,088 points with "Thunder Kiss 65" while Alison scored 16,164 on "Infected." Jean kept her lead with Boston's debut single "More Than a Feeling," pulling down an impressive 61,243 points. Robin hit her 53,873-point high score with the Judas Priest metal anthem "You've Got Another Thing Coming." (Did you know that track also appears in the video games *Prey*, *RoadKill* and *Grand Theft Auto: Vice City?*)

Guitar Hero events and parties are springing up like emo bands. Last year developer Red Octane held a funeral in London to commemorate the "Death of the Air Guitar"—and the release of *Guitar Hero II*. The event was held in a real church with pallbearers hoisting a guitar-shaped coffin into a crematorium. White Rose Movement and LunarMile provided the music, the latter featuring Toni-Marie Iommi, daughter of Black Sabbath's Tony Iommi.

Alison and Jean signed our *Guitar Hero* controller just for you!



**Rockers' Alison Ray, Robin Beacham, Lauren Clark and Jean Hsu tore it up in our very first *Guitar Hero* challenge**

Alison started the final round with Joan Jett and the Blackhearts #1 cover "Love Rock 'N Roll," scoring 14,583 points. Lauren chose the hip Franz Ferdinand song "Take Me Out," landing 33,900, making her last round her best. Robin closed out the competition with "More Than a Feeling," nailing down 50,859 points. Jean also chose "Take Me Out" and scored 43,974—her lowest score of the evening, but enough to keep her in first place with a final score of 151,020.

Robin Beacham racked up an impressive 131,268, coming in second. Rocket guitarist Lauren Clark came in third place with 72,981 points while Alison Ray, the group's non-guitarist, came in fourth with a total score of 42,930 points.

After the competition, each girl signed and personalized the *Guitar Hero* controller with a lipstick print! And we're going to give the guitar controller and game away to one lucky reader for free! All you have to do is submit your name and address to mail@TipsTricks.com and write "Guitar Hero" in the subject line. If you don't have access to e-mail, you can enter by sending your name and address to: *Guitar Hero, Tips & Tricks, 8484 Wilshire Blvd. #900, Beverly Hills, CA 90211*. All entries must be received by April 30, 2007.

**RULES:** No purchase necessary. One entry per person. Must be 18 or older to enter or have parent or guardian's permission. If you are under 18 years of age and wish to enter via e-mail either have your parent or guardian sign the e-mail electronically or provide an e-mail or phone number so that we can contact them. A purchase would not affect your chances of winning. The winner will be drawn at random. This contest is void where prohibited by law. Entry means automatic consent to use of his or her name, likeness and image; and that the names of the winners will be disclosed or made available. All entries become the property of L.F.P., Inc. and *Tips & Tricks Magazine*, and will not be returned to contestants. Odds of winning will be determined based on the actual number of eligible entries received prior to the deadline date. The sponsor will contact winners by mail or telephone; and mail the winners their prizes at no cost to the winners. Sponsor will not be responsible or liable for failure to contact winners. The drawing is open to anyone over 18 years of age, other than employees, officers, and directors of L.F.P., Inc., its affiliates, advertising agencies, and their immediate family members, and persons living in their household.

## NEWS



• Electronic Arts is set to launch *Boom Boom Rocket* for Xbox Live Arcade this spring. It's described by EA as a "hypnotic rhythm music game" where players attempt to launch rockets in

sync with the beat of the music while traversing a cityscape. Good rhythm is rewarded with spectacular fireworks displays and a "psychedelic bonus mode."

• The Xbox *Big Day Out 2007* featured some pretty slick spinners this year, including Earl Gateshead from Trojan Sound System, the Freestylers and Grooverider. The four-day annual festival of music and snowboarding is held in Val d'Isère, France from February 26th to the first day of March.



• Creative Labs has released two new Soundblaster audio cards touted as "the world's most powerful sound cards." They're the X-Fi Xtreme Gamer and the X-Fi Xtreme Gamer Fatal1ty Professional Series, the latter endorsed by pro gamer Fatal1ty. Go to soundblaster.com for more info.

• The Xbox 360 version of *Guitar Hero II* will feature ten new songs, eight of which are included in the main gameplay (the other two are available at the in-game store). Four of the new tunes—including "Dead!" by My Chemical Romance—feature the original artists' recordings! Here's a complete list of the new tracks:

- "Hush" (as made famous by Deep Purple)
- "Dead!" (as performed by My Chemical Romance)
- "Billion Dollar Babies" (as made famous by Alice Cooper)
- "Salvation" (as made famous by Rancid)
- "Possum Kingdom" (as performed by Toadies)
- "Rock and Roll Hoochie Koo" (as made famous by Rick Derringer)
- "Life Wasted" (as made famous by Pearl Jam)
- "The Trooper" (as made famous by Iron Maiden)
- "Drink Up" (as performed by Ounce of Self)
- "Kicked to the Curb" (as performed by Noble Rot)



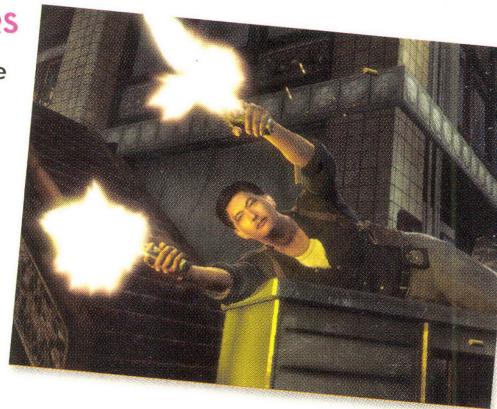
**My Chemical Romance**



VIDEO-GAME MOVIE NEWS, REVIEWS AND RUMORS

# GAMES ON FILM

by Abbie Heppe

Vol.  
**8**

## GOT YOU IN A STRANGLEHOLD, BABY



John Woo

Before you even think of playing Midway's *John Woo Presents Stranglehold*, pick up *Hard Boiled*, the heavily stylized action film that Woo directed in 1992. *Stranglehold* picks up where *Hard Boiled* left off...only this time, you aren't just watching Chow Yun-Fat as Tequila, Woo's crime fighting protagonist and all-around kick-ass martial arts guy. This time, you are Tequila.

*Stranglehold* is not the only game with a major film director's name attached to it (Steven Spielberg with *The Dig* and Peter Jackson's *King Kong* are examples). But it's not yet apparent how much input and direction film auteurs really have in an alternate—and interactive—medium. Will *Stranglehold* be the first game to prove that film directors deserve a place in the game industry? This month I talked to Midway's Brian Eddy about what to expect from this eagerly anticipated title.

**TIPS & TRICKS:** *This game is a sequel to John Woo's 1992 film Hard Boiled. What inspired him to choose that film as the jumping-off point for the game Stranglehold?*

**Brian Eddy:** John Woo has always wanted to do a sequel to *Hard Boiled*, as it is one of his favorite movies and Tequila is one of his favorite characters. When the opportunity arose to do a game, it was only natural that he picked *Hard Boiled* as a jumping-off point.

**T&T:** *How familiar is Woo with the electronic gaming scene? Is he a gamer?*

**Eddy:** John Woo recognizes the storytelling potential of games, but he is not really a gamer. *Stranglehold* is one of the first games he's ever played. But John Woo has an amazing eye for what makes action sequences great, so while his main focus on *Stranglehold* has been the story and cinematics, his input on other aspects of the game—like some of the special moves Tequila can perform—has really taken the overall look and feel of *Stranglehold* to the next level.

**T&T:** *After scoring raves at last year's Electronic Entertainment Expo, Stranglehold has been delayed several times. What's been the primary hold-up?*

**Eddy:** Midway is not only committed to developing and publishing quality products, but to creating true interactive entertainment experiences. With a triple-A title such as *Stranglehold*, we are dedicated to giving the game the time it needs to ensure that consumers receive the highest-caliber entertainment experience possible.

**T&T:** *Like most game publishers, Midway really needs a new game that can be turned into a long-running franchise—has that had an impact on Stranglehold's development?*

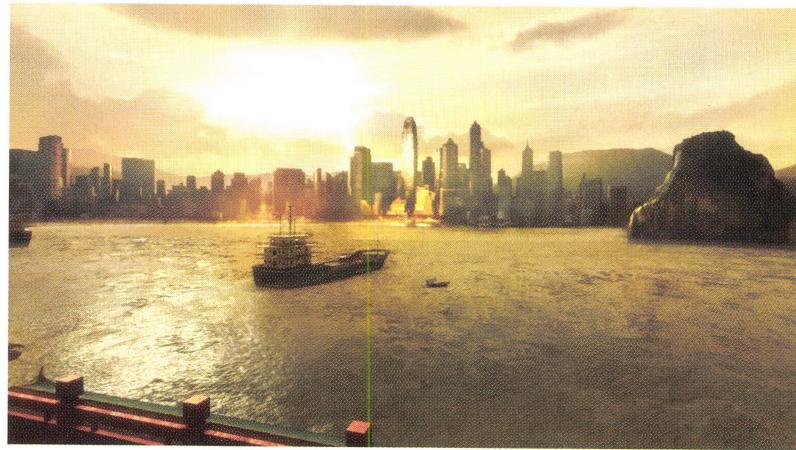
**Eddy:** Midway has several triple-A internal franchises that it is committed to, such as *Mortal Kombat*, *NBA Ballers* and *Blitz*, as well as key third-party franchises like *Unreal*. *Stranglehold* is in a class of its own. [It's] bringing environmental destruction and other gameplay elements to the table that gamers have yet to experience in any other game to date.

**T&T:** *What is your take on other film-to-game adaptations, such as the recent game-ification of de Palma's remake of Scarface, Tarantino's Reservoir Dogs and Francis Ford Coppola's The Godfather? What do you think they did right, and what could have been improved in those games?*

**Eddy:** Honestly, a lot of film-to-game transla-

tions haven't been very good, so we wanted to make sure we gave the player something truly special. John Woo and *Hard Boiled* give us a great character and universe, but we also wanted to make sure the gameplay side was unique and compelling, and gives players something they haven't experienced before. If you combine a great license with great gameplay and make sure it's unique and better than anything out there, then you can really create something special. We think we've hit that combination by pulling the best from the John Woo universe and turning it into a compelling action game. We are truly bringing some incredibly fun new elements into the gameplay with how we've combined "Massive D." (destruction), interactions, Tequila Time and level design.

## JOHN WOO PRESENTS **STRANGLEHOLD**





JOHN WOO PRESENTS  
**STRANGLEHOLD**

**T&T:** What's the toughest thing about transforming a linear story into an interactive game?

**Eddy:** With a linear story, it's very easy to fall into the trap where the game itself ends up feeling linear, too. We've worked hard on *Stranglehold* to avoid that. Our philosophy, which goes back to *Psi-Ops*, has always been to make each section or area of game feel like a sandbox full of different toys that players can use in any way they choose. This allows everyone to play through the game the way they want and gives players a new experience every time they pick up the game; no two people play through the same section of the game in the same way, because there are lots of different ways to play. This leads to very interesting and fun emergent gameplay that makes the game feel anything but linear. The challenge, of course, is to make sure that we fill each area of the game with lots of toys for players to use in different ways. This means multiple paths through areas, lots of interesting things to interact with and plenty of "Massive D." objects that, when broken, often literally alter the playing field.

**T&T:** Are you pleased with the Tequila Time sequences in the game? They sound similar to effects we've seen in games such as *Max Payne*.

**Eddy:** John Woo used slow-motion sequences in his movies to make his action scenes much more dramatic, and this technique has been heavily borrowed by a lot of other movies and games—including *Max Payne*, which showed that it could be made a very fun part of gameplay as well. *Stranglehold* is similar in the sense that they are slow-motion sequences, but we've taken that dynamic and further tied it into gameplay. Tequila Time is not just a short-term advantage, where the player can aim and fire in real-time while enemies are moving in slow motion; it's also a long-term advantage, where doing cool moves and taking out enemies in a cinematic style gives the player style points that can be used to pull off special moves (Tequila bombs) and ultimately to upgrade Tequila.

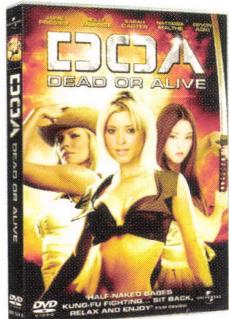
Skilled players will learn to use both the short- and long-term benefits of Tequila Time. We've also made it really easy to use for the



masses, while allowing the hardcore player full control if they want it. "Tequila Time" will automatically come on for the player when they are interacting or diving if they have an enemy targeted. This allows you to concentrate on taking out enemies and automatically creates cool cinematic moments regardless of the skill level of the player. The better you get at the game, the more impressive you can make the sequences. Interaction combined with slow motion are also a lot of fun and make even more memorable experiences. Swinging from a chandelier while going into slow motion and pegging three enemies across the room really makes you feel powerful. Things like this will make the experience feel much better and different, even though both games borrow from John Woo's slow-motion style. We've taken the experience up a few notches!

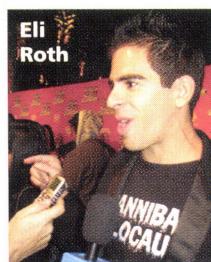
**T&T:** Was there a lot of motion capture employed in the development of this game?

**Eddy:** Yes; in fact, all of the character animations in the game are motion captured. We are lucky enough to have our own motion capture studio on-site, and a lot of talented local actors. So whenever we need new animations in the game, we capture, process and add them to the game fairly quickly, which allows us to iterate our character motions rapidly and gives us animations that look and feel great.

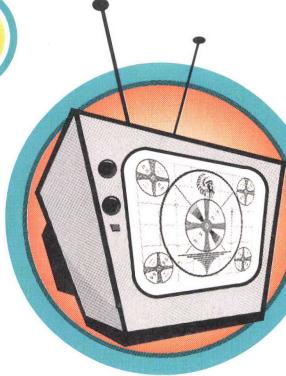


## SCREEN SHOTS

★ Corey Yuen's *DOA: Dead or Alive* fared so poorly in test screenings and international markets that it got dropped for a North American theatrical release altogether. That might tell you a fair amount about the quality of the film; however, if you're a fan of Tecmo's fighting/volleyball franchise, look for a straight-to-DVD U.S. release this month.



★ John Woo isn't the only director who's looking to branch out into gaming. At the recent Spike TV Video Game Awards show, *Cabin Fever* director Eli Roth told me that he wants to do a video game as well. Not surprisingly, he wants to work in the horror genre.



# Animation Station

Vol. 10

VIDEO game anime and cartoons

## "N" is for Nintendo



of so many wildly different game concepts, characters and locales in one storyline. Original fans and newer gamers alike will no doubt be intrigued to see characters like the portly King Hippo from *Mike Tyson's Punch-Out!* sharing the screen with Mega Man and *Castlevania's* Simon Belmont, as California teen Kevin Keene (a.k.a. Captain N) is pulled into Videoland to help the smokin'-hot Princess Lana battle the machinations of *Metroid's* evil Mother Brain. In addition to the core cast, the series features plenty of cameos from other game icons, including Zelda, Link and more. (Bayou Billy, anyone?)



In addition to over nine hours of the animated action-adventures of Captain N and his team, the DVD also features concept art, bios and even the original short comic strip that introduced the concept that ultimately led to the show!

Now that Nintendo fans' demands for Captain N have been met, is it time to start calling for a new show starring Samus Aran, Wario and Yoshi as three mismatched roommates sharing wacky adventures as they try to make it in the big city? (OK, maybe not.)

Of course, all this interaction doesn't come without some sacrifices, as video-game purists will no doubt recognize. Today's viewers may wince at the green, Patton Oswalt-esque interpretation of Mega Man, the super-sized Donkey Kong or the transformation of *Castlevania's* Belmont into a whiny, perma-tanned ski instructor type, but there's no denying that it's awesome to relive an era when many of the titans of gaming lived and breathed in the same world.



### Shout! Factory Presses Gamers' Buttons With *Captain N* on DVD

"It was a dark day in Videoland..."

Well, not anymore, because Shout! Factory has answered fans' pleas by shedding light on some of Nintendo's long-lost animated adventures! *Captain N: The Game Master* initially aired in 1989, when the world was still reeling from the phenomenal success of the original Nintendo Entertainment System. Now it's available for the first time on DVD, in a four-disc set of the whole 26-episode series!

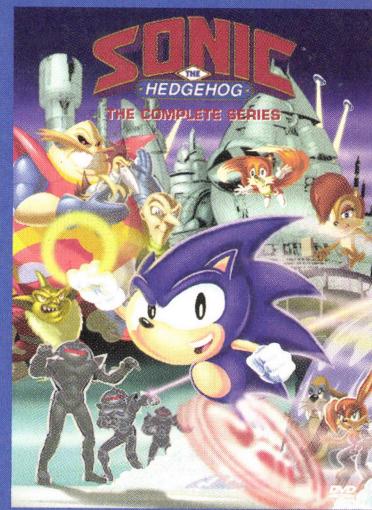
With the NES and its characters enjoying the heady heights of international fame, it only made sense that an onslaught of Nintendo cartoons soon hit the airwaves, including *The Super Mario Bros. Super Show!* and *The Legend of Zelda*. What set *Captain N* apart from its contemporaries, however, was the integration



by James McDonough  
and Adam Patyk

## Hectic Hedgehog

Darker Sonic Races Back to DVD



Sega's Sonic isn't only the world's fastest video-game mascot, he's also the busiest when it comes to cartoons!

To help satisfy the ongoing desire for more, more, more animated incarnations of the lil' blue speedster, Shout! Factory is releasing *Sonic the Hedgehog* on DVD. The set collects the complete 26-episode series, which ran on Saturday mornings (earning it the nickname "Sonic SatAM" among viewers) from 1993 to 1995. Like the Nintendo-centric *Captain N*, *Sonic the Hedgehog* was distinctly different from its animated counterparts, including the syndicated *Adventures of Sonic the Hedgehog* that aired almost simultaneously.

While *Adventures* took a *Looney Tunes*-style approach to Sonic, *StH* crafted a distinctly darker and more story-oriented world for Sonic's friends and foes. In it, Sonic (voiced by Jaleel White, of *Family Matters* fame) and his band of Freedom Fighters fought a continuing battle to turn the tide against the invading Dr. Robotnik, who had conquered their world of Mobius and ruthlessly "roboticized" many of its inhabitants. This approach ended up influencing many of Sonic's future endeavors, including the games themselves, although a planned third season of the show never materialized.

As an added bonus and a nod to the comic series that was partially inspired by the cartoon as well as the games, the DVD set also includes a digital copy of Archie Comics' *Sonic the Hedgehog* #1!





# FROM THE SECRET FILES OF...

## Cartoon Network

What do a skateboarding underachiever, weapon-wielding reptiles and angst-ridden, super-powered mutants have in common? (Besides varying degrees of mutated characters like Moe Szyslak, that is.)

Sure, they've starred in some of the biggest animated shows around, but they were also stars of some of the coolest arcade games ever. Back in the early '90s, before *Xbox Live* deathmatches and online tournaments, gamers used to flock in droves to malls, supermarkets and pretty much anywhere else to play the latest and greatest arcade machines. No one company took better advantage of this than Konami, which applied a Reese's Peanut Butter Cup philosophy to arcade machines by combining red-hot animated properties with multi-player beat-'em-ups. The results were some of the most enjoyable arcade experiences of all time.

### Teenage Mutant Ninja Turtles (1989)

Featuring all the action and mayhem of the original *TMNT* cartoon, this arcade game's fun, frenetic style paved the way for nearly all 'toon-based beat-'em ups to follow! Best of all, you and up to three



buddies could each pick your favorite hero in the half-shell and lay the smack down on classic cartoon cronies such as Baxter Stockman, the evil alien brain Krang and those mutated meatheads, Rocksteady and Bebop!



### The Simpsons (1991)

Hot on the heels of the wildly popular animated sitcom came this surprising take on America's favorite dysfunctional family. Tearing

a page from the *TMNT* playbook, *The Simpsons* offered nonstop four-player fisticuffs, letting gamers take it to the streets of Springfield on a mission to save Maggie from the arthritic clutches of the vile Mr. Burns. The game was huge with both hardcore gamers and fans of the show, thanks largely to the combo of dead-on cartoon graphics and accessible gameplay. And with Homer's donut-fueled rage and Marge's vacuum cleaner attack, senseless animated violence hasn't been this funny since Itchy and Scratchy!



### X-Men (1992)

Loosely based on 1989's rad "Pryde of the X-Men" pilot episode, this arcade cabinet ratcheted the Konami multiplayer formula up to six—as in six simultaneous players! Gamers could choose between all-stars such as Wolverine and Cyclops, as well as not-so-ready-for-prime



time mutants like Dazzler and Nightcrawler, to battle the forces of the super-villain Magneto and his evil minions. And while the game was praised by fans for its intense action and advanced graphics, the cutscenes didn't always make the grade. ("I am Magneto, Master of Magnet!" Yeah...sure thing, bub.)



# BASTARD!!

## ONLINE BASTARDS

### BASTARD!! MMOG for PC

No, we're not talking about those creepy message board trolls! We're talking about Tecmo's new online MMOG (Massively Multiplayer Online Game), *Bastard!! Online*.

Based on the cult-favorite anime and manga series starring Dark Schneider, *Bastard!! Online* features a sorcerer of questionable moral fortitude (ah, heck, we'll just come out and say it: The guy was a total bastard!) who has been resurrected to save the fantasy realm of Metallicana, a world best described as a "heavy metal" version of the *Lord of the Rings*. [Fun fact: The series salutes all things metal by naming everything from characters to spells after rock icons such as Judas Priest and Metallica. Unfortunately, many of these were altered for the North American edition.] Tecmo should be releasing early versions this year; however, it's still unknown if U.S. players will be able to join in the heavy-metal festivities.

Older bastards may recall that this isn't the dark wiz's first foray into video games. During the 16-bit era, there was a *Bastard!!* fighting game for the SNES' Japanese cousin, the Super Famicom, that actually featured elements of 3-D gameplay (courtesy of Mode 7 technology). Some time later, a strategy-styled title was released for the original PlayStation. Fortunately, for lovers of Christian rock, neither title made it here in any sort of official capacity!





# ACTION PACKED

Video-Game Action Figures & Toys by Mark Johnson

Vol. 9

## DOA Beach Party

If Kotobukiya's Kasumi figure from *Dead or Alive Xtreme 2* doesn't catch your attention, then you hate anything made out of plastic. Besides, according to Internet translation software (which is never wrong), Kasumi's swimsuit has been "multi-layerized," which is either a really bad-ass ninja combo move or something extremely sexy. If she's not busy kicking her own clone's ass or playing volleyball, Kasumi apparently lounges around the beach wearing next to nothing. Everybody needs a hobby, and I suppose driving hormonal teenagers into a frothing frenzy is as good as any other. If you want this buxom beauty to tantalize you from your toy shelf on a daily basis, you'll have to shell out an easy \$50 this April, but it's oh so worth it!



## CONSTRUCT A CORE

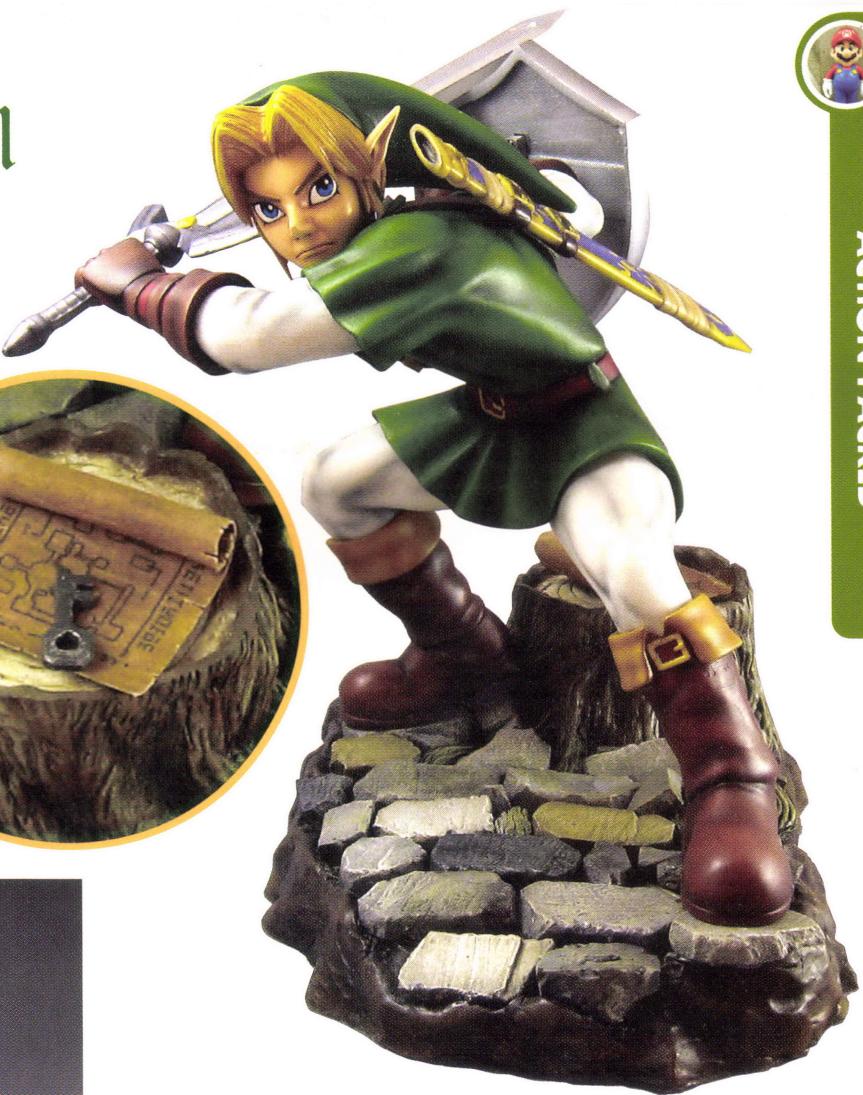
*Armored Core* is awesome. *Armored Core* toys are awesome. But customizable *Armored Core* kits with interchangeable parts are the awesomest. Kotobukiya is bringing us two more amazing Core kits, straight from Japan. For only \$25 each, you can build your own versions of Crest Hakuhei and Cronus (Vixen) for display. Featuring 24 points of articulation, these fine scale model kits come pre-painted and include pictorial assembly instructions—and with 347 snap-together pieces, you're going to need those instructions! Best of all, you can trick out these engines of destruction with parts and weapons from other AC kits to build your own ultimate Core. These beauties will be available in April, so zip on down to your local shop and score your own personal Core (or two).





# Little Link Is All Grown Up!

Do-doo-doo, do-do-do-do-doooo! That's the *Zelda* theme song. Really. Now get that tune humming along in your head as you stare at this amazing statue of Adult Link from *Ocarina of Time*. Produced by the wizards over at First 4 Figures, who seem to have a lock on Nintendo characters of late, Link is the third collectible statue from the company's *Legend of Zelda* series. The Hero of Time stands at seven inches tall and is to scale with the other statues in the line. Not only does Link come with faithful recreations of his legendary Master Sword and Hylian Shield, but he also has a handy dungeon map and key for getting around. This awesome Link statue is limited to only 2,500 pieces worldwide and can be yours for 110 greenbacks. He'll be available sometime in the second quarter of 2007.

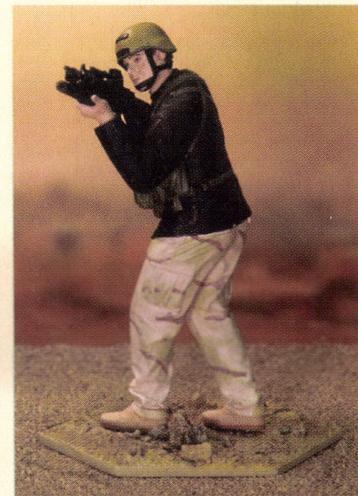
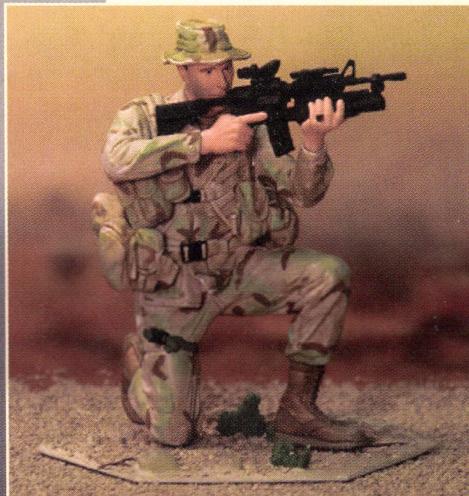


ACTION PACKED



## REAL DIGITAL SOLDIERS

Did you know that the Army has its own video game? It's called *America's Army* (go figure) and it's actually pretty good. *America's Army* features real soldiers who have distinguished themselves in service to our country as drill sergeants in the game. And now Jazwares is immortalizing their video game likenesses for everyone to take home. These figures are modeled after the digital scans of these brave soldiers, so it's the toy version of the game version of the actual person (can't wait for the book). This April, you can take home the whole set for roughly \$40. Because who doesn't want their own personal soldier?

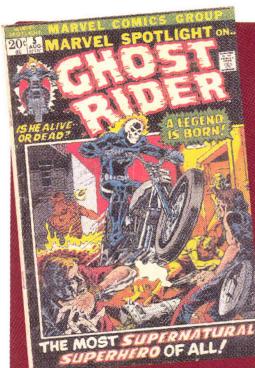




# VIDEO GAME COMICS

*by Chris Biernick*

## and Comic Book Games

Vol.  
11

### Ghost Rider

BLAZING A TRAIL FROM COMICS TO GAMES

2K Games' *Ghost Rider* for the PS2, PSP and Game Boy Advance is not the first game to feature the demonic antihero motorcyclist that Marvel Comics introduced in 1972; he also appeared in *Spider-Man/Venom: Separation Anxiety* for the Super NES/Genesis and *Marvel: Ultimate Alliance* for various platforms. But it's the first time Johnny Blaze has a starring role in a video game, thanks to the recent *Ghost Rider* movie starring Nicolas Cage.

Inspired by both the movie and the comics, *Ghost Rider* combines *God of War*-style hand-to-hand combat with *Road Rash*-style motorcycle racing action, both of which incorporate heavy use of the character's trademark swinging chain. But *God of War* didn't equip your character with a shotgun, and *Road Rash* didn't feature bikes with the ability to fire projectiles or drive over water.

You also have a special "Penance Stare" ability, which can reduce your enemies to quivering basket cases by forcing them to "experience a level of emotional pain equivalent to that which they have caused in others." Crazy!



Developed by Climax (*ATV Offroad Fury 3, Sudeki*), the game features a story by Garth Ennis (writer of Marvel's *Ghost Rider: Road to Damnation* mini-series) and writer/artist Jimmy Palmiotti, the same team behind the story of THQ's *The Punisher* game. The PSP version has some unique features, including different levels and a wireless "motorcycle

deathmatch" mode for up to four players. An Xbox version was also announced, long before 2K acquired the *Ghost Rider* rights from Majesco, but that one appears to have been cancelled.



**NOW SHIPPING!**

Here's a list of video game-related comics and manga that are currently on sale. To locate a comic shop near you, call 1-888-COMICBOOK or visit [csls.diamondcomics.com](http://csls.diamondcomics.com).



**Sonic the Hedgehog**

#173 (Archie)

Writer: Ian Flynn

Artists: Tracy Yardley, Jim Amash



**Sonic X #18** (Archie)

Writer: Joe Edkin

Artists: David Hutchison,

Terry Austin



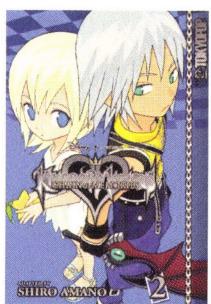
**Tron #4**

(Slave Labor Graphics)

Writers: Landry Walker,

Eric Jones

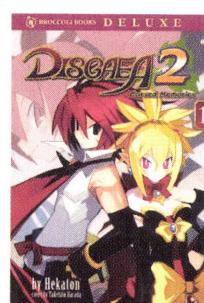
Artist: Mike Shyokhet



**Kingdom Hearts: Chain of Memories #2**

(TOKYOPOP)

Writer/Artist: Shiro Amano



**Disgaea 2: Cursed Memories #1** (Broccoli Books)

Writer/Artist: Hekaton

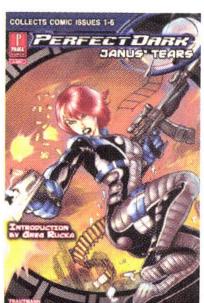


**Rival Schools: Taiyo High Trade Paperback Vol. 1**

(Udon)

Writer/Artists: Corey Lewis,

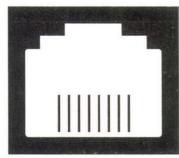
Erik Ko, James Stokoe



**Perfect Dark: Janus' Tears Trade Paperback** (Prima)

Writer: Eric S. Trautmann

Artist: Cold FuZion Studios



Get Connected to the World of Online Console Gaming

by Jeb Haught  
Xbox Live  
Gamertag:  
BigWyrm

Vol.  
**32**

## WWII Online: Battleground Europe



Give me a good World War II-based shooter, wait a month, and I'll show you the definition of pasty skin. I've accrued enough hours as a pilot in *Battlefield 1942* to obtain a real flying license, and played every *Medal of Honor*, *Call of Duty* and *Brothers in Arms* game until my fingers hurt. After all this, I still find the war-based combat in the PC game, *WWII Online: Battleground Europe*, to be the most realistic.

When *WWII Online* launched a few years ago, it was plagued with problems. Now the game has been remade with a new engine, and offers more than I could have ever imagined. There are still more bugs in it than the movie *Starship Troopers*, but the end result more than makes up for it. This game is so epic, there isn't enough room in this magazine to cover it all, so this month I'm just going to pay special attention to the intricacies of infantry combat.

### Preparing for War

Virtual soldiers can raise their level, or rank, through gameplay to gain access to better weapon kits and vehicles. Vehicles are spawned by players with high enough rank, and that player must remain inside until it is destroyed or de-spawned. This removes the limit that most games have on the amount of simultaneous vehicles in an area as well as the chance that anyone will steal a player's vehicle when they hop out for a quick "smoke break."

After the player sides with the Axis or Allies, they are faced with a gigantic battle map of Europe. A list of current battalions is dis-

played with meters to show how many players are active. When a brigade is selected, you can choose an active mission from any of four types: attack, defend, re-supply and inactive. When a mission is selected, the next screen shows its location as well as the infantry kits and vehicles available. Each spawn point has a limited amount of kits and vehicles; when they are depleted, the spawn point becomes useless.

The ultimate objective is for each army to take over real European towns until one side is victorious. This is done like the *Battlefield* series' conquest mode, except on a much larger scale, where all flags in a town must be taken. All of the missions are player-created, so the ebb and flow depends entirely on the cyber-soldiers who are participating. Players decide which towns to invade or defend, and create supply missions to replenish the front line. Another cool addition is the fact that towns must be taken in a certain order, thereby focusing battles in smaller areas and eliminating the "lone wolf" player who likes to sneak in and steal flags behind enemy lines.

You start as a basic rifleman sporting a rifle, combat knife and grenades, and you don't gain access to new weapons until Level 3 (which can take a week or more to achieve). This stops n00bs from jumping into the game and gaining access to powerful weapons and vehicles without knowing how to use them. It also simulates a more realistic battlefield, since most soldiers in WWII carried rifles as their main weapon. Also, weapon kits cannot be picked up from other soldiers.

### A Soldier's Mentality

When I spawned into battle for the first time, I sprinted after my fellow soldiers toward the sound of gunfire, only to be dropped by a single shot from an unknown assailant. No problem, I thought—I'll just respawn. Next, I ran in a slightly different direction, bobbing in between buildings and bushes, and crouched behind a wall. I heard a crack, then fell down dead. Where did that come from? I'm new to this game and can't expect to pwn right



## WWII Online: Battleground Europe continued

away, right? I spawned into a new location and ran after a Tiger tank, using it for cover, when all of a sudden, I was dropped again. This time I didn't even hear the shot.

This game is not easy. The only way to survive was to totally rethink my strategy. I had to think and act like a real soldier. My [virtual] life was suddenly much more valuable than I was used to, so I had to act accordingly. I spawned again and listened for the sound of enemy weapons. Recognizing the sound of enemy gunfire is a basic skill that lets you know which direction it's coming from.

### Duck & Cover

As I ran toward the enemy's position, I saw hedgerows and bushes all over the place. I dove into one of them and gained a newfound appreciation for the use of foliage as convenient cover. The game's developers also saw the importance of flora, placing it all over the map. Of course, the foliage also conceals enemies, making them very difficult to spot. In addition, only friendly soldiers have tags or icons over their heads, so players can't rely on enemies being revealed by their nametags.

For the smart soldier, crawling around in bushes will become second nature. Sprinting between them is necessary for survival, since it only takes one well-placed shot to drop anyone. Spotting—and killing—inexperienced players is easy; they'll be the only ones running through open fields!

### Born to Kill

As soon as I started constantly using cover, my kill count dramatically increased. My first kill in the game occurred when I was crawling through a bush, and noticed a quick flash of darkness pass by the second-story window in a bombed-out house. I settled my sights on the window, and saw a faint shadow in the lower corner. My gun let loose a familiar "crack" as I popped a round at the shadow. Did I get the kill? Who knows? Just like real war, there is no kill confirmation during the game. Only de-spawning or being killed will reveal your stats.



After firing a couple of extra shots, I ran into the house to confirm my kill. Sweet—one dead Frenchie crumpled on the floor. An overwhelming feeling of accomplishment coursed through me, one that I have not experienced in any other game. Due to the difficulty of achieving kills and the ease of getting killed, scoring points in *Battleground Europe* is extremely rewarding.

On another mission, I loaded up into a German JU52 transport plane with several other sappers (riflemen with explosive charges) and we took off into the wild blue yonder at night. Since none of us were high enough level to jump out of the plane as a paratrooper, we landed in a remote area and snuck towards an enemy mid-base.

A few explosions later, we were on our way to the next mid-base; there was a Sherman tank guarding this one. Some of my teammates created a diversion while the rest of us crept towards the tank, and when I was close enough, I sprinted towards its rear and set two detonation packs. *Ka-boom!* After we blew up the second mid-base, we all de-spawned and searched for a new mission. Talk about an exhilarating experience!

### The Guts & the Glory

Some people may be put off by *Battleground Europe's*

mediocre graphics. You won't see the amount of visual detail found in games like *Call of Duty 3*, but that is to be expected with a game of this scope. However, awesome visual effects such as tracer fire and explosions attempt to make up for this. One of the most realistic battles I participated in occurred at dusk, with the sun turning everything a golden-orange hue before retreating into the darkness. Then all hell broke loose as the enemy rushed our base. The night sky lit up with tracer fire, smoke and explosions as enemy planes bombed our town, tanks ripped through buildings and soldiers swarmed the area.

No other WWII game comes close to producing a more realistic experience than *WWII Online: Battleground Europe*. Players willing to endure some imperfections will be rewarded with an unparalleled warfare experience.

## Gameplay Tips

- When sprinting from bush to bush, start in the prone position, then hold the Sprint button without switching stances. Your character will stand up and sprint, returning to the prone position when the Sprint button is released. This makes you harder to hit with gunfire and eliminates the pause between sprinting and going prone. If this move is attempted in the crouching position, the player will simply initiate a crouching run.

- Practice the "fire and move" system extensively. Move to a new position after one or two shots, as the enemy will quickly hone in on your position. When in a bush, move sideways after each shot to create a more difficult target.

- Sprinting relies on a stamina bar that is replenished more quickly when inactive. Lying prone on the ground fills up the bar faster than moving. Have sprint available when crossing open areas and zigzag whenever possible.

- There is no friendly fire in the game, except for killing yourself with your own weapons. Use this to your advantage by tossing grenades or other explosives at the enemy without worrying about your teammates' positions.

- Use the practice server to learn how to use equipment without impacting your rank. Your teammates will not appreciate it if you waste vehicles, resources or their time by learning how to use them in-game.

- There's nothing wrong with de-spawning in a battle for the right reason. If you are far away from the battle and there is a closer spawn point, then by all means, use it. Also, infantry experience a "bleeding effect" when shot, which de-spawning can stop.

- Don't expect to overtake a town by yourself, as A.I. defenses in the form of mounted machine-guns and artillery will get in your way. They can be very lethal and will also reveal your position if you get too close.

- If you have to turn off some visual features to increase performance, be sure to leave the "muzzle flash" feature on, as it is a valuable indicator of the enemy's presence.

- If you see a muzzle flash or hear gunfire coming from a nearby bush, don't rush in. Toss a grenade or two at it instead for a quick and easy kill. Also, be ready to fight crawling enemies when prone amongst greenery.

- Use a mobile spawn point when it is available. The game's version of Western Europe is vast; it can sometimes take up to 15 minutes to reach your destination on foot.

In next month's continuing coverage of *WWII Online: Battleground Europe*, we'll focus on the vehicles of the British, French and German armies of dubya dubya two, such as A10 tanks, Stuka dive bombers and emplaced artillery batteries.

# SHADOWRUN

## THE NEXT BIG THING IN ONLINE GAMING?

An Interview with FASA

Interactive's Mitch Gitelman

by Bill Kunkel

Somehow, the nasty rumor has persisted that FASA went out of business after two decades around the end of the last millennium. FASA, legendary distributor of non-electronic pen-and-paper RPGs such as *Traveler* and creators of the fabled *MechWarrior* centers (linked game "pods" which allowed over a dozen players to battle one another as massive robots) as well as its own pen-and-paper RPG franchises such as *Shadowrun*, dead?



Because of its connection to Microsoft, FASA was tasked with finding games to support the admittedly neglected Windows game platform and its new game-friendly Windows Vista format in particular. Games, Gitelman explains, are the number three thing people do via Windows, right behind Web surfing and e-mail. But this *Shadowrun* was intended to accomplish something more: a link-up between PC and console-based online gaming. "*Shadowrun* is the living proof [of the convergence of PC and console gaming]. Besides the fact that you can play *Shadowrun* on Vista and 360 together for the first time, we're adding functionality from Xbox Live to Windows—so voice chat, friends lists and all that stuff, we're bringing over to Windows."

As a competitive professional gamer himself, Mitch is dying for the online gaming community to sample his cyberpunk shooter. "I play *Halo 2* competitively and I can't wait to play this thing competitively for money; I could spend the rest of my life [doing that]. A lot of people are interested in us from a competitive point of view. Penny Arcade Expo is really interested in us as well as the leagues, of course. My test team,



Not hardly. It lives on as FASA Interactive, often maligned as merely a licensing construct owned by Microsoft. But according to studio manager and FASA veteran Mitch Gitelman (he started out as a playtester for the original company back in the '80s), "We've got all the old-school guys still here. The guy who did the code on the original *MechWarrior* pods is the chief architect for the new *Shadowrun*." Though the studio has kept up an infusion of young blood, including *Halo*'s lead designer, its core team is close to the heart of FASA's legacy.

"We've been doing multiplayer action games for years; we're the pioneers. *MechAssault* was the first game on Xbox Live, and with *Crimson Skies* we had what was known as the best game on Xbox Live at the time. This team, this studio has a history of making killer multiplayer action games." Ironically, while all three previous console versions of *Shadowrun* have been RPGs, none of the FASA Interactive team members has ever done an RPG. So, as they finished working on *Crimson Skies*, they turned their sights on creating a compelling hybrid of RPG and first-person shooter elements...or, as Gitelman calls it, "an RPG on speed."

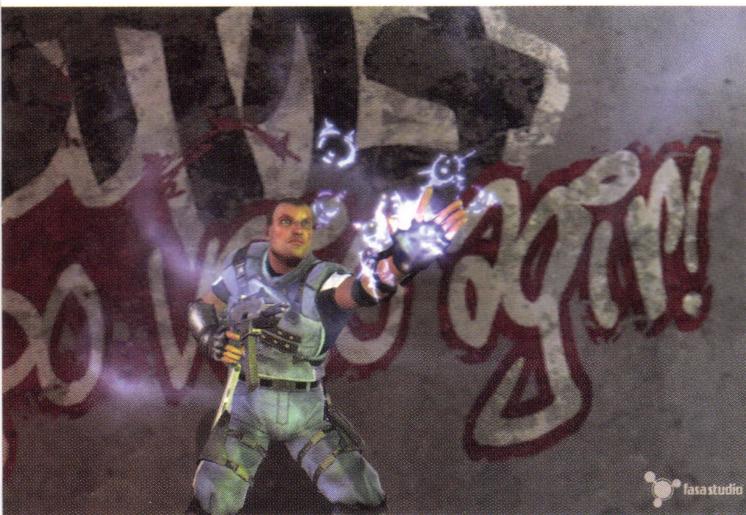


half of them are competitive *Halo 2* players and the other half are competitive *Counter-Strike* league players. They recently went to the Penny Arcade Expo as 'Team Shadowrun' and they swept every event they entered. Those guys are badass."

But FASA decided the FPS category needed an upgrade. "The genre has not fundamentally changed since its invention," Mitch observed. "In '93, what could you do? You could run, jump, throw a grenade and in later versions you can get into a vehicle." *Shadowrun*, however, offers considerably more diversity. "I can wire my brain and my gun together with Smart Links so that I can spray fire into a room full of people and only hit the enemy. I can raise the dead in this game. Anybody can put their reticle on an enemy and kill them, but in *Shadowrun* there are so many more [options]. How many defensive things are there in an FPS? We have so many ways that you can disengage, heal up and then go back into combat. It really changes things."

*Shadowrun* looks as if it may change quite a few things.

Note: For additional comments from Mitch, visit [myspace.com/tipsandtricksmagazine](http://myspace.com/tipsandtricksmagazine) and check the Blog entitled "FASA Interactive's *Shadowrun* Interview".



Mobile Games and Cellular Entertainment

# gaming 2 go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, Vol. 31 you might have a way out of that predicament....

## COLD KILLS AND HOT CARDS



Capcom released *Lost Planet: Extreme Condition* on the Xbox 360 back in January, and has followed it up with a mobile take on the frozen adventure called *Lost Planet: Trag Zero*. What makes this version interesting is that it's a prequel to the Xbox 360 game, and you play as Gale, the father of Wayne (the console game's hero).

The handheld game also focuses on killing the planet's resident evils, the Akrids, while capturing thermal energy that will keep you from turning into a snow drift in the frigid world. Thankfully, the two go hand-in-hand, as an Akrid corpse leaves behind an orange ball of energy for you to run over and snag. The pursuit for thermal



energy means you have to keep moving, because dawdling will cause your energy and health meters to plummet.

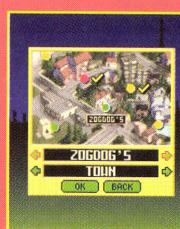
As you would expect, the elaborate 3-D world of its bigger brother is downscaled into an overhead 2-D scroller. Just the same, the challenge is still high, with each of the levels spanning a large amount of real estate. As you progress, you gather new, more powerful weapons, and even

get access to a Vital Suit or VS, a robotic exoskeleton that'll help you cut through the Akrid threat much faster.

A sea change from the snowy battles of *Lost Planet* is Capcom's *ESPN Poker Club*, which serves up a diminutive version of the popular Texas Hold 'em card game. While the competition in the Career mode isn't too challenging—aggressive play will generally result in a fold from across the table—it

is well presented. It's easy to bet, call, raise and fold, and some moves can be made ahead of the decisions of the other players to speed up the action.

The chance for better gameplay and challenge comes through the online multiplayer option. The action around the table can bog down if a player is slow to react, but the competition has the potential to be much more realistic if you get up against experienced rounders. Online leaderboards give you a chance to revel in your successes—and have them displayed for all the world to see and envy. All of the gameplay enables you to build up your account of faux money, which you can use to customize your character.



## Be a Rocket Jock



Gameloft has introduced a mobile version of *Meteos*, a gorgeous spin on the "match three" puzzlers. The game involves colored blocks on a playing field, but when you put three (or more) in a row here, instead of disappearing, they turn into rockets and blast to the top of the playfield. The best part is, if there are other blocks above them, they get swept away as well.



In the Star Quest mode, each "planet" you choose contains a selection of puzzles. In some, you have to clear a certain number of blocks to complete the level. In others, you have puzzles that must be solved in a certain number of moves. You must pass each planet's puzzles before you can move to the next orb.



board within a certain number of moves. They get pretty tricky as you get further into them.

It's an elegant game that takes nothing to learn, but by the end you'll be tearing your hair out trying to solve those last few puzzles. Of course, the Survival mode is a game you can play forever, always trying to beat your previous best.



# POP A PAIR AND BRAIN TRAINERS



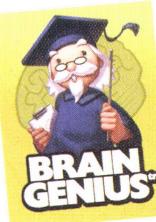
Glu has a wildly different pair of games ready for release this month. *Poker Pop* certainly sounds like a card game, and indeed it is, but there's another element to it that puts it in the same territory as *Tetris*, *Columns* and *Bewjeweled*. The main concept is matching adjacent card tiles to make poker hands, and when hands are made, new cards drop in to fill the gaps. To move to the next round, you must complete a certain number of each type of hand. For instance, you might need to complete three one-pair hands, three two-pair hands and one three-of-a-kind hand. Counters tick down with each completed hand.

It becomes more difficult when the game turns some cards into hazards. For example, a smoking card needs to be cleared before it drops to the bottom of the screen or your game is over. A burning card will cause adjacent cards to turn into smoking cards if you don't get rid of it right away. With each round, you need to complete more hands, while facing more difficult combinations such as flushes and straights.

*Poker Pop* is another one of those games that's very simple to play, but offers enough depth that you'll play it over and over. And the fact that it's on a handset means it's easy to play a few hands during a break, then close it up and put it in your pocket until the next opportunity to play comes along.



BACK OK

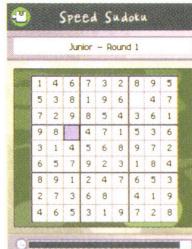


*Brain Genius*, on the other hand, is nothing but mind puzzles. If you're an avid Nintendo DS player, you'll already be familiar with the concept from *Brain Age*; players are prompted to complete a series of mental challenges daily, and the belief is that your brain power will improve over time.

Puzzle types range from math calculations to counting the number of sides in geometric figures (presented as constellations) to re-creating sequences from memory. After you complete the limited number of daily puzzles, you're given a score, so you can track your improvement over time.

Outside of the daily exercises, you can also access the games individually for practice and skill improvement. If you achieve a gold medal in a particular teaser, you unlock the next skill level (from Junior, Master and Genius) or new activities. Over time, you'll also have access to bonus games (including Sudoku). Occasionally, when you complete a competition, the game will throw out some tidbit of knowledge, such as a brief-but-informative biography of Archimedes or Confucius.

For a game that's based on working your brain, it's a bit disappointing to see grammar mistakes in some of *Brain Genius'* presentation text. That aside, though, this is a fun title that's loaded with entertainment and information. That's something that very few mobile games can say for themselves.

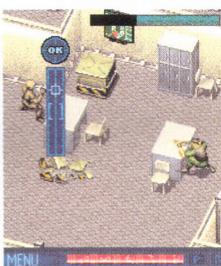


## SPACED OUT AND WOOLY ACTION



Skyzone Mobile released a couple of games recently. *Stargate SG-1: Entropy Syndrome* is based on the sci-fi TV show, and includes the facial likenesses of some of the stars. Story segments and gameplay are intertwined, and most of the interactivity comes from minigames you play. For example, when trying to infiltrate a building, you're required to do such things as moving boxes

onto a series of switches to open a door; or "unlock" a security system by defeating a Concentration-like matching game. Even the gunfight-oriented segments have you match the direction on the D-pad with what's displayed at the instant that a gauge hits its center point so your aim is right on (or you dodge the enemy bullet at the correct moment).



A portion of the game involves a scrolling segment, where even that is limited. You need to move right and left while your character is on a forced scroll. If you end up in the same line as an adversary, you'll automatically fire at him (but be sure to dodge before he returns fire). Occasionally, you have to hit the OK (or 5) button to jump over an obstacle.

This is old-school console-style gameplay here—and more than a bit dry in the design department. If you make too many mistakes in a level or fail to complete the tasks in the time allowed, it's "Game Over" and you have to start the level over again. No



awards for innovation, but it will kill a few minutes here and there. I assume fans of the *Stargate* show will have the extra incentive of getting the stars through the adventure.

OK, this is a weird one: *Llama Country* has two brothers feuding over respective llama pens—and, of course, you play one of the brothers. You need to collect gold (which pays for everything you do), use it to build weapons and blast your brother's pen walls. Why? Because there's a rustler looking to shear both your llamas' coats and take the wool for himself. If you can damage your brother's pen, the rustler will shear your brother's llama before yours is shaved clean, and you'll win. (Hey, I told you it was weird.)



It's a balancing act; the key is to keep your walls built up, while chewing up your brother's. If he blasts holes in your walls, you need to spend gold to fix them—which means you can't spend that gold on weapon building. It's kind of one-dimensional gameplay, but it'll keep you hopping around your pen.



While the gameplay is one dimensional, the graphics are old-style polygon 3-D—which runs pretty swiftly on today's handsets but is somewhat crude in the animation department. However, if you're looking for something out of the ordinary, *Llama Country* might prove sheer enjoyment.



# HALO INSIDER

Vol.  
28

The latest *Halo* news, including previews, trends, strategies, tricks, exploits and much more!

by Mark Johnson

## BULLET VS. PLASMA

Ever wondered why that guy with the single SMG owns you when you are double-fisting some Plasma Rifles? How come the dude (or chick-dude) sporting a plasma-based weapon dropped your shield before you even had time to blink? Well, folks, there are some major differences between the two types of ammunition that not everyone knows about. "But what do I do if I don't know!?" you cry out to the heavens. Never fear, dear reader, *TIPS & TRICKS* is here to save you as always. "Better killing through reading" is our motto.

### Bang Bang!

Okay, you love bullets. Can't get enough. But how do those pesky little things work other than by poking holes in your enemies? Here's a handy list so you can know what we know.



**The bullet holes in the wall here illustrate the potential inaccuracy of ballistic weapons.**

more likely you are to miss due to stuff that Einstein wrote a bunch of equations for.

**The wee little Spartan in the distance doesn't have to worry about getting hurt if you open up too soon.**

2. Bullets don't go as far as plasma. Gravity is a jerk, and so is his friend friction. Eventually those bullets will run out of steam and fall to the ground at the feet of your laughing opponent. Make sure you learn the effective ranges on your ballistic weapons.



**These dinky Magnums totally beat that Plasma Rifle in a race.**

4. Bullets go fast, like Speed Racer. If a bullet and a plasma bolt are traveling toward each other and one is going fast and one isn't, the bullet wins. They should put that on the SAT.

**Try to bring plasma weapons to bear against shielded foes such as this one.**

3. Bullets are weak against shields. Most people know this already, but it's important to remember. Mix 'nades into the fight or put a plasma weapon in your combo to drop those shields for the win.



**Aiming for the head with a ballistic weapon can mean the difference between winning and being taunted.**

6. Bullets give headshots. Aiming for the head is especially important when you have a ballistic weapon clutched in your hand. More damage equals more death for the other guy.

**Looks like somebody forgot to bring his shields to the game.**

5. Hey, those bullets went in me! Bullets do more damage to un-shielded foes. Throw a 'nade to drop the shields, then put a few rounds into your target for a quick kill.



These rules hold true for all human weapons except the Sniper Rifle (although headshots still matter with this puppy) and the Rocket Launcher.

### Fsssh!

It would be safe to assume that plasma weapons are the inverse to weapons that shoot bullets, but we'll spell out the rules for all the noobs in the room. Being informed is the new winning.



**Plasma bolts are like Stevie Nicks: They don't stop. In Stevie's case, that's bad.**

2. Like the Energizer Bunny, plasma bolts just keep going and going. They have a much greater range than bullets, and since they tend to be more accurate, you can open fire much sooner with a plasma weapon as opposed to a ballistic one.

**You can't miss with plasma. (Unless your aim sucks, but that's your fault.)**

1. That plasma bolt is going to go where you tell it. Plasma is consistently accurate and as such it's easier to figure out where it's actually going to go. You can count on plasma!





**Burn, stupid shields! Burn!!**  
3. Plasma gets rid of those pesky shields much quicker than bullets. This makes any dual-wield combo with a plasma-flinging weapon in one hand and a bullet-spewing gun in the other awesome.

**Fire at where you think your target is going to be if you're at range with a Plasma Rifle. That way you won't miss.**

4. Check your watch, that plasma bolt still hasn't hit its target. Plasma is sloooowwww. This means you have to lead your target when you are at distance. Shoot in front of your opponent if you want to actually hit them until he or she gets close.



**Homeboy here is gonna stand and take that crap all day. Plasma is weak against unshielded targets.**

5. Plasma doesn't penetrate your target, it just kind of burns and tickles. It does less damage to flesh than a bullet would. Carrying around two

plasma weapons means you are probably going to die against an evenly matched adversary carrying one of each kind of gun.

**Homeboy here is gonna stand and take that crap all day. Plasma is weak against unshielded targets.**

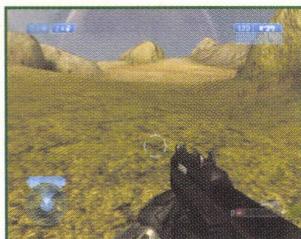
6. Here's the kicker. No headshots with a plasma weapon. This is both good and bad. It's good because you aim for the body (an easier, larger target) and do the same amount of damage whether you hit 'em in the noggin or the chest. It's bad because the guy throwing bullets at you is probably doing more damage than you.



Keep in mind that the plasma weapons that follow these guidelines are the Plasma Rifle and the Plasma Pistol. The Carbine and the Beam Rifle don't count, but headshots still apply to the Beam Rifle. The Needler is just...weird.

### Keep Your Chin Up

It happens time and time again. Some young grunt comes barreling through a doorway, ready to sow death to all who oppose him, only to spend precious seconds adjusting their aim because they were staring at the ground. This strange habit is one that many *Halo* players, wet behind the ears or not, fall prey to. People are trying to kill you; you shouldn't be staring at your feet like some shoe-gazing British rock star.



**This is bad. This will make you dead.**



**This is good. This means you are ready for action.**

The first thing you need to do to combat this problem is think! Pay attention to what you are looking at as you move around the map. If you see more grass or dirt than sky you are staring at the ground. Practice moving around while keeping your right stick moving only on the lateral plane. Here is something you can do to practice.

Load up any map that has a base in it, such as Beaver Creek. (What's up with that name, anyway?) Have your buddy position him or herself in the doorway of one of the bases, then stand at average combat range and center your reticule on his or her head.



**Notice how high the reticule is. The angle of the gun almost makes it appear as if you are looking up.**



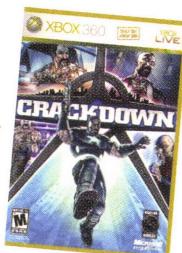
Now run around the base, making sure to keep your sights level and line up on your friend again when you get back. Is your targeting reticule still centered on the head?

Keep practicing this until you can keep that right thumbstick from moving up and down. If you don't have someone to practice this with, pick out a distinctive landmark and use that to even out your sights.

Always remember that your reticule is at the perfect level when you spawn in. As long as you are on level ground with your opponent, your sights will be targeted on your enemies' heads no matter the distance between you if you leave it as is on the spawn. Try to get a feel for what this height is and keep your gun at that level.

## PLAY HALO 3!

Want a chance to play *Halo 3* in your very own home before it officially comes out? Bungie will be hosting an open beta test for any and all takers to fine-tune the online gameplay before the game's release. This is your chance to get in on the ground floor of this game and help the developers at Bungie to craft the multiplayer experience that you, the fans, really want. If you're prepared to let *Halo 3* take over your life this summer, run to your local EB Games or Best Buy and pick up a copy of *Crackdown*, which is out now. This game will come packaged with an access code for the *Halo 3* beta. It's like getting a free copy of *Crackdown* when you buy the *Halo 3* beta key. Just make sure you pick up a copy with the sticker indicating it has a code in it!

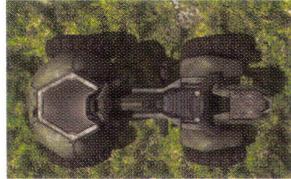


Rikki-Tikki-Tavi



Ah, the Mongoose. Where were you in *Halo 2*? Many fans were saddened by their loss of a chance to get to ride you. But the devs over at Bungie have decided to put you back into *Halo 3*, and you look awesome. This rapid-

transit vehicle has a good chance of owning the battlefield when it comes time to mix it up on the maps of *Halo 3*. They say a picture is worth a thousand words, so here are two. Now freak out and drool.





# FINAL FANTASY WORLD

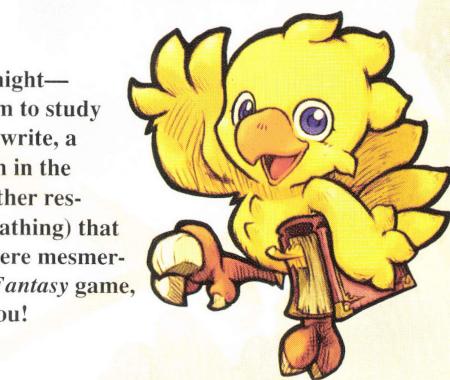
Vol.  
44

by Charlotte Chen



## TOURISTS' GUIDE TO IVALICE: SKY PIRATE'S EDITION (Part 2)

Clearly, the designers of the Sky Pirate's Den spent many drunken nights at various taverns in Ivalice (Cloudbourne Tavern in Bhujerba, I'm looking at you) coming up with ways to torture would-be interior decorators. This second part to the Sky Pirate's Edition fills in the blanks on how to get the rest of those cute little miniatures to dot your den. Nothing says "pirate" like a huge doll collection!



If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



Icon	Title	Feat
□ Ashe	Exemplar	Average party level over 50
□ Ba'Gamnan	Scrivener	Complete the Bestiary
□ Balthier	Assault Striker	Attack over 300 times
□ Basch	Blood Dancer	Fell over 500 foes
□ Behemoth King	Lord of the Kings	Defeat Behemoth King
□ Belias	High Summoner	Command 13 Espers
□ Carrot	Freshmaker	Defeat Carrot
□ Chocobo	Wayfarer	Take over 50,000 steps
□ Crystal	Runeweaver	Learn every Magick
□ Deathgaze	Eagle Eye	Defeat Deathgaze
□ Fafnir	Wyrmlayer	Defeat Fafnir
□ Fran	Spellsinger	Cast Magicks over 200 times
□ Gabranth	Mist Walker	Perform every Concurrence
□ Gilgamesh	Master Swordsman	Defeat Gilgamesh
□ Gurdy	Spendthrift	Spend over 1,000,000 gil
□ Hell Wyrm	Radiant Savior	Defeat Hell Wyrm
□ Migelo	Privateer	Sell over 1,000 pieces of loot
□ Mimic	Collector	Obtain rare goods in bazaar
□ Montblanc	The Unrelenting	Complete a 50-Chain in battle
□ Old Dalan	Cartographer	Fully explore every map
□ Penelo	Plunderer	Acquire over 100,000 gil
□ Rasler	Conqueror	Learn every License
□ Reks	Record Breaker	Obtain over 500,000 Clan Points
□ Trickster	Sharpshooter	Defeat Trickster
□ Ultima	Fell Angel	Defeat Ultima
□ Vaan	Master Thief	Steal over 50 times
□ Vayne	Premier Prestidigitator	Use Technicks over 100 times
□ Vossler	Jack-of-all-Trades	Learn every Technick
□ Yiazmat	Hunter Extraordinaire	Defeat Yiazmat
□ Zodiark	Zodiac Knight	Defeat Zodiark

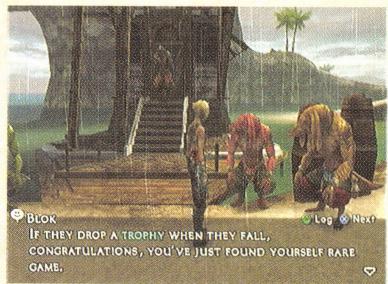
### LET'S GO HUNTING!

Completing the Bestiary may sound like a straightforward task, but it's not. There are certain creatures that don't just wander around willy-nilly waiting for a passing adventurer to come and chop them to bits. Obviously the Espers, Elite Marks and Marks require more effort. In addition to those, you also have to find and defeat 80 (!) rare creatures.



the highest ledge in the Vaddu Strand and look over the edge until you see a giant tortoise appear on the shoreline below. [Note: You can't join the Hunt Club until you're done with the story portion in Archades.]

Each of the 30 rare creatures on the list below will drop a trophy, which you can give to one of the Shady Bangaa—Atak, Blok and Stok. Giving a specific number of trophies to them will unlock various weapons, armor and items at the Shifty-Eyed Merchant's store.



### ATAK

Trophies	Item	Cost (Gil)
1	Kogarasumaru	5,040
5	Obelisk	6,750
10	Murasame	7,650
15	Diamond Sword	11,250
20	Deathbringer	14,400
25	Gastrophetes	18,900
30	Gungnir	25,500

### BLOK

Trophies	Item	Cost (Gil)
1	Demon Mail	4,410
5	Diamond Armor	6,300
10	Mirror Mail	7,290
15	Gaia Gear	8,370
20	Dragon Mail	11,250
25	Magepower Shishak	13,500
30	Maximillian	25,500

### STOK

Trophies	Item	Cost (Gil)
1	Thief's Cuffs	2,700
5	Steel Poleyns	900
10	Winged Boots	450
15	Indigo Pendant	4,500
20	Diamond Armlet	18,000
25	Reflectga Mote	270
30	Holy Mote	150

Once you find and defeat one of the rare creatures on the Hunt Club roster, they do not appear again. There are also specific things you need to do to get some of them to appear; a checklist appears on the following page.

**□ Abelisk** Trophy: Reptilian

**Location:** Ridorana Cataract/Echoes from Time's Garden

**□ Alteci** Trophy: Fell

**Location:** Zertinan Cavern/The Undershore When you enter The Undershore, defeat at least 11 Mallicants in a row. You may need to wait for the Mallicants to respawn. Exit and re-enter and Alteci should be waiting.

**□ Ancholder** Trophy: Mind

**Location:** Paramina Rift/Karydine Glacier Kill all the other enemies and both Ancholder and Anchag will appear.

**□ Anubys** Trophy: Ensanguined

**Location:** Sochen Cave Palace/Mirror of the Soul From Destiny's March, walk in a clockwise circle around the area through Falls of Time and Mirror of the Soul, beginning at the east entrance into the Falls of Time through Destiny's March. This will change the waterfall locations and open access to the small area in the Mirror of the Soul.

**□ Arioich** Trophy: Vengeful

**Location:** Nabreus Deadlands/The Slumbermead

**□ Aspidochelon** Trophy: Adamantine

**Location:** Cerobi Steppe/Feddik River

**□ Avenger** Trophy: Vile

**Location:** Pharos-Second Ascent/Station of Ascension

**□ Bluesang** Trophy: Cruel

**Location:** Cerobi Steppe/Crossfield

**□ Bull Chocobo** Trophy: Beaked

**Location:** Ogor-Yensa Sandsea/South Tank Approach

**□ Crystal Knight** Trophy: Skull

**Location:** The Great Crystal/A Vikaari Kanbhru Ra From Way Stone XX, run three laps to the Sagittarius switch and back. The Crystal Knight will show up near the Way Stone.

**□ Dheed** Trophy: Leathern

**Location:** Mosphoran Highwaste/Skyreach Ridge You should have figured out how to use the floatweed to reach the top when you fought the Esper Exodus.

**□ Disma** Trophy: Accursed

**Location:** Lhusu Mines/Site 5 and Site 6 South

**□ Dreadguard** Trophy: Feathered

**Location:** The Feywood/Wall of Dancing Shadow

**□ Gavial** Trophy: Fur-scaled

**Location:** Garamsythe Waterway/No.10 Channel Close the No. 10 Sluice Gate and check the area.

**□ Grimalkin** Trophy: Whiskered

**Location:** Tchita Uplands/Uazcuff Hills

**□ Ishteen** Trophy: Bony

**Location:** Barheim Passage/The Zeviah Span Stick around the area for about 10 minutes.

**□ Kaiser Wolf** Trophy: Fanged

**Location:** Dalmasca Westersand/Corridor of Sand Doesn't appear until after you kill the Lindbur Wolf. You can find the Lindbur Wolf in the Shimmering Horizons.

**□ Killbug** Trophy: Metallic

**Location:** Ozmone Plains/The Switchback

**□ Kris** Trophy: Odiferous

**Location:** Tchita Uplands/The Highlands

**□ Melt** Trophy: Slimy

**Location:** Henne Mines/Pithead Junction B Hit the switch and there's a 50-50 chance it will appear.

**□ Myath** Trophy: Eternal

**Location:** Stilshrine of Miriam/Ward of Velitation Kill all three of the Dragon Aevis enemies, then exit and re-enter to find Myath.

**□ Nazarnir** Trophy: Maned

**Location:** Giza Plains/Starfall Field Can be found during the dry season.

**□ Rageclaw** Trophy: Sickle

**Location:** The Salikawood/Piebald Path When you enter the Piebald Path, don't kill anything for at least one minute. Rageclaw will appear at the south or west entrance.

**□ Skullassh** Trophy: Clawed

**Location:** Phon Coast/Cape Tialan

**□ Terror Tyrant** Trophy: Hide-covered

**Location:** Dalmasca Estersand/Broken Sands Kill the Wild Saurian in Yoma and it might trigger the appearance of the Terror Tyrant in the Broken Sands. You may need to try multiple times.

**□ Thalassinon** Trophy: Shelled

**Location:** Phon Coast/The Vaddu Strand See above.

**□ Victanir** Trophy: Maverick

**Location:** Nam-Yensa Sandsea/Yellow Sands

**□ Vorres** Trophy: Gravesoul

**Location:** Necrohol of Nabudis/Hall of the Ivory Covenant

Wait for a Dark Elemental to appear, then lead it (without fighting) so that you move from the hall that's north of the Cloister of Reason to the the hall that's south of it. Vorres should appear when the Dark Elemental reaches a specific spot.

**□ Wendice** Trophy: Frigid

**Location:** Sochen Cave Palace/Destiny's March Kill all the enemies that are in the four small rooms spanning out from the center of Destiny's March. Once you dispatch them all, Wendice will appear in the middle.

**□ Zombie Lord** Trophy: Soulless

**Location:** The Tomb of Raithwall/Northfall Passage Your party needs to be in the area between 0 and 20 minutes for this creature to appear.

In addition to the Hunt Club rare creatures, there are 50 others scattered throughout Ivalice. These will not drop any trophies, but you need to find and defeat them to add them to your Bestiary.

**Rare Creature (Location)**

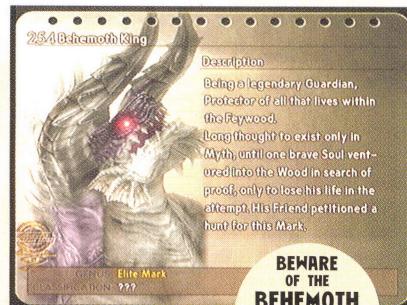
- Aerieel (Lhusu Mines/Oltam Span)
- Aeros (Ozmone Plains/The Shred)
- Anchag (Paramina Rift/Karydine Glacier)
- Aspara (Phon Coast/The Mauleia Strand)
- Barmuu (The Tomb of Raithwall/Royal Passage)
- Biding Mantis (Golmore Jungle/The Needlebrake)
- Bombshell (Lhusu Mines/Lasche Span south)
- Bull Croc (Ozmone Plain/The Shred)
- Crypt Bunny (The Feywood/Walk of Stolen Truths)
- Cubus (Sochen Cave Palace/Temptation Eluded)
- Cultsworn Lich (The Tomb of Raithwall/Southfall Passage)
- Drowned (Garamsythe Waterway/No. 4 Cloaca Spur)
- Dusta (Dalmasca Westersand/Corridor of Sand)
- Etherian (Cerobi Steppe/The Northward)
- Evil Spirit (The Great Crystal/XIX Teleporter)
- Fideliant (Dalmasca Westersand/The Midfault)
- Gemhorn (Lhusu Mines/Site 11)
- Glaring Eye (Henne Mines/Phase 2 Shaft)
- Grave Lord (Golmore Jungle/The Rustling Chapel)
- Greeden (Dalmasca Estersand/Banks of the Nebra)
- Grey Moler (Mosphoran Highwaste/Empyrean Way)
- Helvinek (Necrohol of Nabudis)
- Imdugud (Nam-Yensa Sandsea/Withering Shores)
- Ithuna (Barheim Passage/Special Op Sector 5)
- Juggernaut (The Feywood/White Magick's Embrace)
- Larva Eater (The Great Crystal/XIII and XIV Teleporters)
- Lindbur Wolf (Dalmasca Westersand/Galtea Downs)
- Luxolid (Pharos-Subterra/Umbra South)
- Matriarch Bomb (Stilshrine of Miriam/Ward of Measure)
- Megabomb (Nam-Yensa Sandsea/Demesne of the Sandqueen)
- Midgarsormr (Golmore Jungle/Paths of Chained Light)
- Minibug (Barheim Passage/East-West Bypass)
- Molen (Zertinan Cavern/Hourglass Basin)
- Negalmuur (Stilshrine of Miriam/Ward of the Sword-King)
- Nekhbet (Dalmasca Estersand/Sand-swept Naze)
- Pallicant (Ridorana Cataract/City of Other Days)
- Phyllo (Golmore Jungle/The Branchway)
- Pineapple (Ogor-Yensa Sandsea/Platform 1 - Refinery)
- Rain Dancer (Giza Plains)
- Razorfin (Garamsythe Waterway/North Spur Sluiceway)
- Ripe Rampager (Dalmasca Estersand/Yardang Labyrinth)
- Spee (The Salikawood/Sun-dappled Path)
- Tarasque (Tchita Uplands/Garden of Life's Circle)
- Tower (Pharos-Third Ascent)
- Urutan Exile (Ogor-Yensa Sandsea/Platform 2 - Refinery)
- Vagrant Soul (Pharos-Subterra/Abyssal-North)
- Velelu (Nabreus Deadlands/The Fog Mutters)
- Vishno (The Pharos)
- Wary Wolf (Mosphoran Highwaste/Summit Path)
- Wood Toad (The Salikawood/Corridor of Ages)



## LET'S GO TO THE FEYWOOD!

whose enormous size doesn't stop him from being a little scaredy-cat; he won't come out to play unless there are no other monsters around. Speak to Koqmihn inside Old Dalan's place to start the hunt. Enter the Feywood/The Edge of Reason through Giruvegan, and kill all the enemies there. Move on to the Ice Field of Clear-sight, kill all the enemies there, then return to the Edge of Reason, where Behemoth King will appear. If he doesn't, this means that you missed a couple monsters in the thick Mist and have to do this all over again.

Like all the strongest creatures in this game, Behemoth King can use a Paling (immunity to physical attacks) and a Magick Shield (immunity to magick attacks). Why don't we get one of those? In any case, switch back and forth between physical attacks or magick attacks depending on what's shielding him. Talk to Koqmihn again once the Behemoth King is defeated, then go to Mt. Bur-Omisace's Temple Approach. In the middle of the path you should see an overhanging rock that looks remarkably like the face of a dragon. Get near its "nose" and hit it while you don't have a weapon equipped. 500,000 gil and the Rod of Faith will fall out!

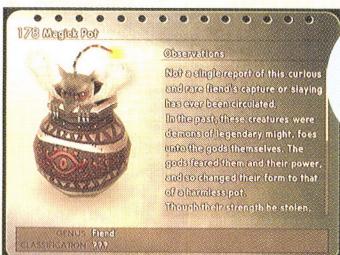


## LET'S GO TO THE PHAROS!

The Pharos is the least tourist-friendly place in Ivalice. You just can't find a hospitable dungeon these days. You'll only get a Sky Pirate's Den icon for defeating the Elite Mark Yiazmat, but you need to clear out some difficult enemies in the Pharos just to make the Yiazmat hunt become available. I don't recommend revisiting this area until your party is at Level 80 or higher. Teleport into The Pharos and use the Dais of Ascendance to access the subterranean levels.

There are three basement levels: Penumbra, Umbra and Abyssal. Each of these levels has four Pedestals of Night that need to be given Black Orbs in order to brighten the chambers and also to open access to the floor below. The enemies in the ring-shaped parts of the levels will not drop any Black Orbs. You'll have to go into the small rooms with the Pedestals of Night and the various hidden passages beyond to find enemies who will drop them. Some of the Pedestals of Night only need three Black Orbs to activate, while some need 20+. The chart above shows you how many Black Orbs are needed for each Pedestal of Night on all three levels.

Level	NE	NW	SE	SW
Penumbra	18	9	3	6
Umbra	15	9	15	18
Abyssal	15	21	27	12



Aww, how cute. A little pot with a little mustachioed creature peeking out. Don't let its looks deceive you. The Magick Pot is one of the most powerful monsters in Ivalice. It roams about at random and can

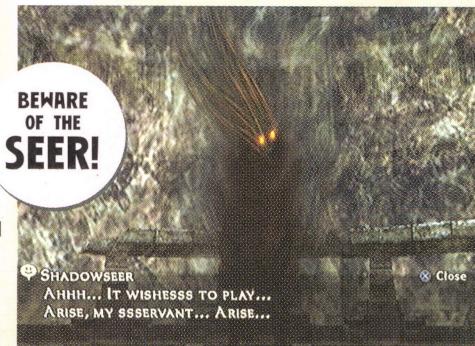
appear in any of the basement levels of The Pharos. When you see one, stay your hand! If you attack it, the Magick Pot will instantly make itself invulnerable, then punish you with powerful attacks until you are dead. However, if instead you give it an Elixir (or Megelixir) first, it will prance around happily and you can kill it easily then. If you feed it, you should try to steal back the Elixir. Once you kill one just to add it to your Bestiary, you should just ignore all the others, since they won't attack you unless you attack first.



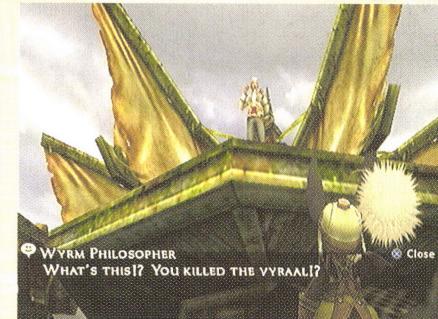
The Phoenix is an optional boss that appears on the Penumbra, in a hidden chamber beyond the small northeast room. When you go through the doors leading to the hidden hallways, you should find a large chamber where Phoenix is waiting. This is actually a very simple fight, especially if you're at Level 80. Remember to use Telekinesis for your melee fighters if you don't have any ranged weapons equipped.

When you finally turn on all the Pedestals of Night on the Penumbra, Umbra and Abyssal levels, a new floor marked "Unknown" will become accessible. The Shadowseer will be waiting for you there. He will

raise a Paling and a Magick Shield around himself and will be invulnerable until you defeat all four of the creatures he summons. They will be, in order, Pandemonium, Slyt, Fenrir and then Phoenix. If you remember, the first three creatures were guardians in the upper levels of The Pharos. Use Quickenings to defeat the summoned creatures quickly. The Shadowseer will use Fearga frequently, which makes you lose all your MP, so there's no need to conserve it. When all the summoned creatures are defeated, he'll also start to use strong magick attacks like Flare, Scourge and Invert. Make use of Invert to cast more Quickenings.

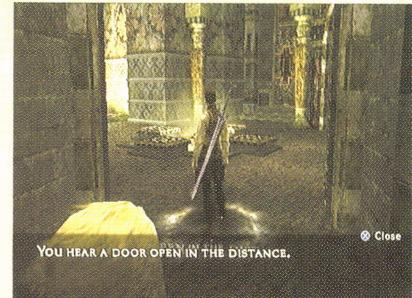


## LET'S GO TO THE SOCHEN CAVE PALACE!



defeating the Vyral Wyrm. He'll give you the Ageworn Key.

Take the Ageworn Key and go to the Sochen Cave Palace, entering south from the Tchita Uplands. Head up through the cave to the



The Hell Wyrm is an optional boss that appears during the Wyrm Philosopher side quest. Go to the Cerobi Steppe/The Northward and check the #10 windmill to find the Wyrm Philosopher. Give him the Dragon Scale that you received after



This means the Ascetic's Door on the west side of Destiny's March is now open. Go down the hallways until you reach the Hall of the Wroth God, which you can open with the Ageworn Key.

Near the beginning of the fight, Hell Wyrm will switch between Rake and elemental magicks. Keep it dispelled throughout the battle, and equip at least one character with a Power Armlet. This will be a very long fight, since the Hell Wyrm has a lot of HP. Do you see that second health bar that runs underneath the top one? Each one of those little dots represents another full health bar!



**BEWARE OF HELL WYRM!**

Hit him with Expose, Shear, Oil and Scourge right from the get-go. Fire magick will do a lot of damage, but you'll probably find yourself getting low on MP if you depend on it completely. Have a



he won't regenerate his health. Hell Wyrm will use a powerful holy attack called Judgment that inflicts Stop. If you've got a White Mask equipped, it will absorb the hit. A White Mask/Demon Shield combination helps a lot against Hell Wyrm's various holy and dark attacks.



Near the end, Hell Wyrm will repeatedly use Invert, which will switch your character's HP with their MP. This can actually be beneficial if your characters are fast enough. Heal yourself in time and you'll also have a full MP bar! This is your cue to start a Quicken chain, stat!

## LET'S GO TO THE RIDORANA CATARACT!

Montblanc will not tell you about Yiazmat until every other Mark and the Hell Wyrm have been defeated. Yiazmat is in the Ridorana Cataract's Colosseum. On the map you should notice two save crystals in the hallways on either side of the Colosseum, in the Path of Hidden Blessing and Footfalls of the Past. You are going to have to

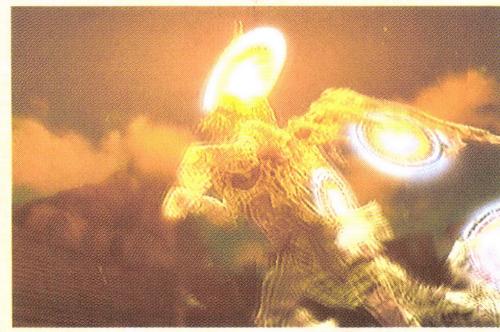
save frequently, since this fight will last several hours. Yiazmat has more than 50 million HP! Luckily, you can flee the battle periodically to recover. Make sure when you run away that Yiazmat is dispelled.



During the first phase of the fight, make your party leader the healer and have one melee fighter equipped with a katana. Prior to entering the arena, make sure all your characters have Bubble, Haste, Protect and Shell. You should also cast Bravery and Berserk on your melee character. When you begin fighting, use Dispel and Expose immediately. Yiazmat's main attacks during this phase will be Rake, White Breath, Stone Breath, Cyclone and Deathstrike. You'll need to use Chronos Tear or Remedy to remove the "Stop" effect that can be caused by White Breath. When you see Yiazmat readying his Cyclone attack, quickly switch everyone's armor to a Windbreaker (you can buy these at Panamis's Protectives in Rabanastre) so they take half-damage. Don't forget to switch back!

Deathstrike is a cheap attack that will almost always kill the targeted character. Also, no other actions can be taken until Deathstrike launches.

When you see someone being targeted, immediately have another character start to cast Arise so you can resurrect them as quickly as possible. When your main party gets wiped out, switch in one member from the reserve party and run away! Heal up at the save crystal in Footfalls of the Past and then send your main party in to start this all over again.



When Yiazmat only has 10 full health bars left, he will cast Growing Threat and double his level. His strength and defense will increase significantly. At this stage you should have all your characters wear Bubble Belts, but your strategy doesn't need to change much. When Yiazmat gets down to five full health bars, he will start to do the exact same thing at the beginning of each fight. He'll cast status enhancements on himself that you must Dispel immediately. Next he'll use Growing Threat again, and right away he'll cast Cyclone. In fact, you should run in with your Windbreakers already on. Right after Cyclone, he casts Reflectga. After Cyclone hits, switch everyone's armor or accessory to a Mirror Mail or Ruby Ring until Reflectga passes harmlessly over, and switch

back. You can also use Dispela to remove Reflect from yourself, although this will remove all your other status (Protect, etc.) as well.





TIPS &amp; TRICKS

# COLLECTOR'S CLOSET

by Chris Bieniek

Vol.  
66

Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

## Collecting Nintendo® Toys

### Board Games

Aside from a brief attempt at marketing instant rice (!), traditional *Monopoly*-style board games were among Nintendo's first efforts to expand outside of its playing card business. The company signed a lucrative licensing agreement with the Walt Disney Company to make Disney-themed playing cards in the 1950s, and this agreement was extended through the 1960s as Nintendo began to design board games based on Disney properties such as *101 Dalmatians* and even the Disneyland theme park.



Within the first few years, Nintendo's board game designs started to evolve and become much more creative, and some of them featured gameplay themes and graphics that were aimed at older audiences. The company also continued to flex its licensing muscles, acquiring the rights to make board games based on Japanese properties that are completely unknown to Western collectors. Among those pictured here are *Stop! Nii-chan* (an obscure Baseball manga from 1964), *Kamen no Ninja: Aka Kage* (a "superheroes vs. giant monsters" TV series from 1966-67), *Star Tanjou* (a Star Search-type TV show from the '70s) and *Kogarashi Monjiro* (a short-lived 1972 TV drama).



### PART 1: NON-VIDEO GAMES

Most Nintendo fans know that the company was originally a manufacturer of playing cards when it was founded in 1889. But did you know that Nintendo was primarily a toy maker in the decade or so prior to its involvement with video games? In this month's *Collector's Closet*, we'll take a peek at some of the board games that the company produced in Japan during the '60s and '70s.



Disney's Shichinin no Shounin (Seven Dwarfs) Game



Yakuu (Baseball) Game



Disney no 101-Piki Wan-chan Daikoushin (101 Dalmatians Grand Parade) Game



Katei Ban (Family Board Game)



Stop! Nii-chan Game



Disney Katei Ban (Family Board Game)



Dia (Diamond) Game



Disney's Happy Prince



Disneyland Game



Kamen no Ninja: Aka Kage (The Masked Ninja: Red Shadow) Game

## Board Games continued



Disney Katei Ban (Family Board Game) Deluxe



Kuni Tori Gassen (Country Taking Battle) Game



Kogarashi Monjirou Game



Star Tanjou (Birth of a Star) Game



Auction Game



Scoopaction Game



Challenge Game



Unmei (Destiny) Game

### Handy Pack Series



The portable Handy Pack games were designed for gamers on the go. They featured flat playing pieces and thin game boards with built-in spinners, all of which could be folded up into a compact square with a small chain for easy carrying.



AI U E O Game  
(Alphabet Game)



Disney no 101-Piki Wan-chan  
Daikoushin (Disney's 101  
Dalmatians Grand Parade)



Shopping Game

### Round Game Series

Nintendo's Round Games featured game boards that were perfectly round, usually with some raised plastic elements that were similar to more modern American games like *Trouble* or *Mystery Date*. Collectors have a particular fondness for the Round Game series because of the awesome box art, which usually featured photographs of little Japanese kids in fantastic situations.



Thriller Game



Time Race Game



My House Game



Rocket Game



Genkin Yusou (Cash Transport) Game

**NEXT  
MONTH:**



**Toys,  
Vehicles  
and...  
Twister?**



Greetings, sports fans, and welcome to the *Tips & Tricks* sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

## TIPS &amp; TRICKS

## SPORTS DESK

by  
Josh  
Engel

Vol.  
76



## MLB 2K7

When EA Sports deconstructed its highly successful *Triple Play* franchise for the 2003 season, many fans were nervous about the future of the franchise. But when baseball video game junkies saw the new pitching meter, realistic physics and all-around awesomeness of the game in general, it was clear that EA Sports had revolutionized the sports genre once again. *MVP's* dominance continued with the next two installments of the game, but then things took a dramatic turn: Take Two Interactive, the publisher of the *MLB 2K* series, locked up the exclusive third-party rights to the MLB license until the end of the decade (albeit in response to EA's similar hijacking of the NFL).

After a lackluster effort for the 2006 season, Take Two knew drastic measures had to be taken in order to retain the thinning baseball audience. Following the adage to "keep your friends close and your enemies closer," Take Two did just that—they hired Ben Brinkman, a lead designer of the *MVP* series, to come in and help revitalize the *MLB 2K* brand. But this was no last-minute free agent pickup; Brinkman has been at *MLB 2K* developer Kush Games since June of last year, giving him plenty of time to play hardball with the redesign of the floundering franchise.

Among the first and most noticeable changes to the series are the player models. No longer does every major leaguer suffer from the "high hat" syndrome popularized by Blue Jays' Fred McGriff in the '80s and '90s. Now you might even recognize your favorite players, whether it's J.D. Drew's scowl, Vladimir Guerrero's constant smile or Barry Bonds' implausible musculature.

While visual improvements are important, gameplay is always king, especially when it comes to sports games. Thankfully, Kush has tweaked the gameplay in subtle ways that make a big difference in the overall baseball experience. Player momentum and re-



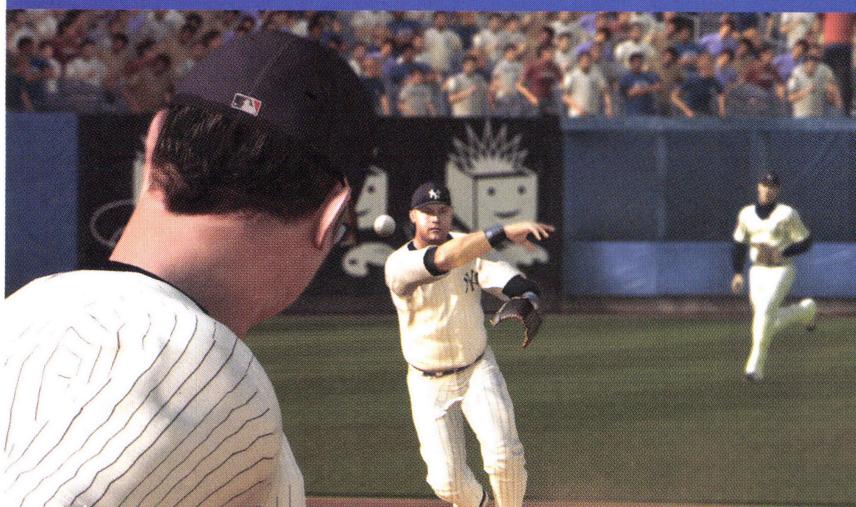
alistic physics have finally been introduced and can, and probably will, have a major impact on nearly every game you play. In other words, there's no more stopping on a dime and changing direction (only Barry Sanders could do that in real life anyway, and he played the wrong sport). Instead, players will have to plant, pivot, shift their weight and then start moving again. The description make it sound like players are moving in molasses, but it actually happens much faster (and more subtly) in the game. The bottom line is that it's more realistic, which is always a good thing.

Along those lines, the wide variety of player models also affects movement. So big guys like Matt LeCroy won't be quite as nimble as someone like Chone Figgins, meaning it'll be helpful to know who's chasing a fly ball (or rounding second base) when making your decisions in the field or on the basepaths.

There's also a different kind of momentum Kush is introducing this season, and it's more about emotional momentum than physics. *MLB 2K7* now features an "intensity meter" that basically measures the...well, intensity of a situation and gives you appropriate feedback (in the form of a rumbling controller). The actual intensity of the feedback will depend on the situation, as well as the player you're controlling. Thus, if somebody like Mariano Rivera is on the hill in a close game, you may not even notice any difference. But if it's some rookie who you just called up last week, you can bet that hitting your spots will be much, much more challenging in pressure situations.

Another feature expected to add to the experience is online play. While little is known about taking the action to the Internet, it's likely that 2K Sports is pulling out all the stops, including continued support for online leagues. If the addition of Ben Brinkman and all the new features are any indication, it looks like we may not even remember that EA Sports used to be the Dean of the Diamond.

*MLB 2K7* is due to be released for the PS2, Xbox 360, PS3, Nintendo DS and PSP on March 6th.





# Massively Multiplayer Online... Sports Game?

If you own a gaming PC and you're reading this magazine, it's very likely that you've at least dabbled in an MMO (Massively Multiplayer Online game). Whether it's *Ultima Online*, *World of Warcraft* or *City of Heroes*, most of us have spent some quality time in the "alternate reality" zone.

While the majority of massively multiplayer games fall under the RPG genre, one could consider games such as *Counter-Strike* and *Halo* as massively multiplayer affairs as well (the only real difference being that traditional MMOs are persistent worlds, meaning that virtual life goes on once you leave the game).

But for the past five years or so, a company called Netamin Communication Corporation has been in development on the world's first massively multiplayer sports game, *Ultimate Baseball Online*. The game is just like any standard MMO: first, you create your character, who will earn Experience Points as you play, allowing you to "level up." Once you level up, you'll earn a Skill Point, which can be added to your character's pitching or hitting abilities. You'll also earn three Parameter Points every time you level up, which you can add to one of seven attributes: Stamina, Arm Strength, Catching Range, Speed, Throwing Accuracy, Quickness or Body Strength. So depending on what position your character plays, you'll want to improve specific attributes to make him a more complete player at his given position.

If you've played a lot of PC games, the controls in *UBO* will be very familiar, as everyone uses the keyboard-and-mouse control scheme. So if you've been a console gamer all your life, it may take some time to get used to the slightly less intuitive (at least in the beginning) WSAD format. During a game (as in pretty much any other MMO), you can send a chat message to everyone in the game, just your teammates or even just one other player. This is a great tool to get used to using, since you're playing with eight other human-controlled players and communication is a key to winning.

Unlike traditional sports games, online play with *UBO* means you're playing with 17 other human players, one for every position on the field (two teams' worth). Of course, this means you'll have plenty of "down time," even during a game, since unlike football, not every player is involved in every play of a game.

The screenshot shows the "UBO LEADERBOARD" section of the website. It features several tables of statistics for players like Panther, Bandit, and Sonobe. The "Pitching Leaders" table includes columns for AVG, HR's, RBR's, HITS, 2B's, 3B's, RUN, WALKS, AB, and others. The "Tournaments PRO" section lists various tournaments with their stages and details.

<http://www.ultimatebaseballonline.com>

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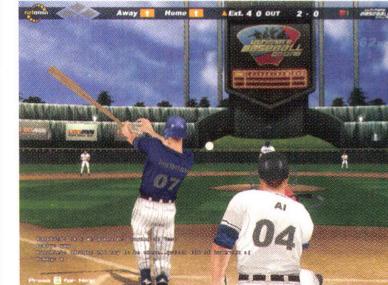
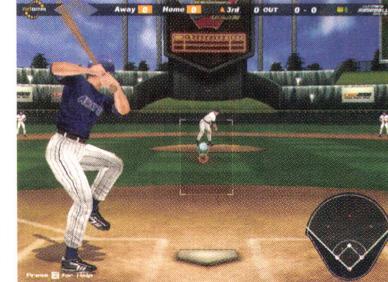
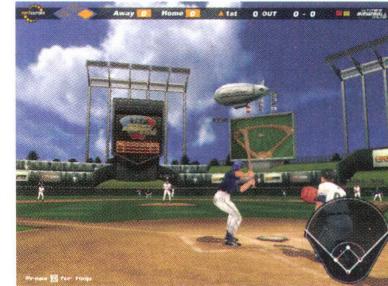
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The best part of *Ultimate Baseball Online* is the fact that you can play online for free. Of course, there is a catch. You can play pick-up games and certain tournaments without cost, but if you want to join a league or one of the "pay to play" tournaments, you'll have to pony up some dough. The cost is \$9.95 per character per season, and the season typically runs about two months; the Web site guarantees at least 10 games per season. So when you do the math, it works out to roughly five bucks a month or \$1 per game, which isn't too shabby.

As *UBO* is a PC game, there are minimum system requirements, which aren't too steep if your PC is relatively new (I'd say less than three years old). You'll need a 1.4 GHz processor, 256 MB RAM, a GeForce 3 or better video card with at least 64 MB and a 256 kbps up- and downstream Internet connection. Of course, these are the bare minimums to get the game to run, so if you want to play the game and actually enjoy it, you'll probably want a PC with a little more "oomph."

Now is a good time to get into the action, too, because *UBO* has launched a Year-Long Best of *UBO* 2007 Competition, where the winner of a 64-team tournament at the end of the year will win \$4,500 in cash. There are three ways for a team to gain entry into the year-end tourney: win one of the four seasons that will be held in 2007, win a Pay-to-Play Tournament or rack up a high amount of Power Ranking Points, which are basically accumulated through participation and league activity.

So if you feel like you could use a little cash bonus at the end of the year, or if you just want to feel the thrill of victory and earn the right to call yourself the "Best of 2007" (in *UBO* circles, anyway), get signed up at [www.ultimatebaseballonline.com](http://www.ultimatebaseballonline.com) and play ball!



# 日本 JAPAN REPORT!

by Anatole Brown

**Vol.  
110**



# *Club Nintendo Platinum Goods*

Our envy for Japan's Club Nintendo program grows stronger with these new Platinum membership goods! These lucky folks who have

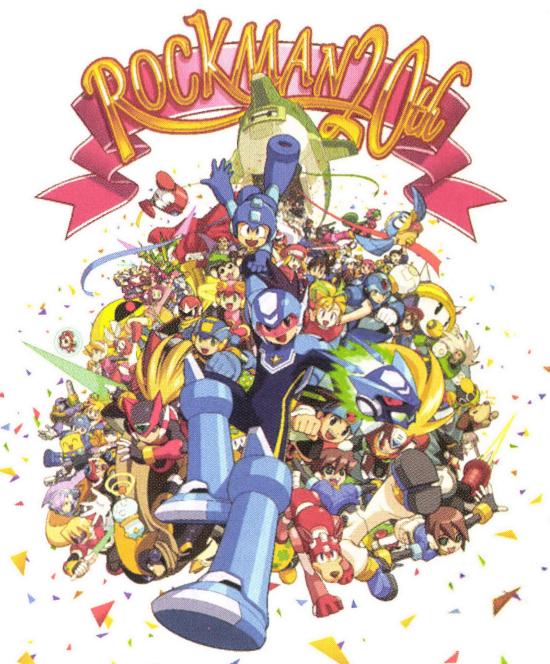
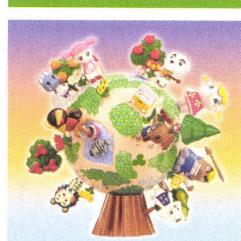
These lucky folks who have amassed more than 400 Club Nintendo points were given two items to choose from—a customized Wii controller or a Club Nintendo-exclusive *Tingle's Balloon Fight* game for the DS. This is the kind of decision that can keep you awake at night! Platinum members can have their own Mii image etched onto the back of the controller. Members can send their Mii image to Nintendo via the Wii's Internet connection. Instead of receiving a brand-new controller, however, Nintendo will send just the battery cover portion of the controller. *Tingle's Balloon Fight* for the DS is based on the classic NES game *Balloon Fight*, but features the "35-year-old bachelor" Tingle from the *Legend of Zelda* series as the main character. The game uses the dual screens of the DS and features three different modes: *Balloon Fight* single player, *Balloon Trip* single player and *Balloon Fight* multiplayer (two to four players with DS download play). Those who choose the Mii controller option won't get their battery lid until August, but *Tingle's Balloon Fight* is scheduled to arrive in April. Having your own custom Mii controller is pretty tempting, but the rare *Tingle's Balloon Fight* game will most likely fetch a pretty penny if you ever decide to sell it.



# NEW Animal Crossing Goods

With the new *Doubutsu No Mori* (*Animal Crossing*) movie out in theaters, new *Doubutsu* goods flooded stores and crane games throughout Japan. Together with Nintendo, Bandai introduced several items that should delight any *Animal Crossing* lover, including key chains, stuffed animals, a K.K.

Slider vinyl toy and trendy book bags. The coolest item is *Animal Crossing* "Puchi Kit." You can Puchi Kits to create an *Animal Crossing* movie ever come up with. Unfortunately, you won't know what you get until you open the box, about \$3) a pop, you can't go highly doubtful, but some U.S. could be bold enough to release



# ROCKMAN 20TH ANNIVERSARY

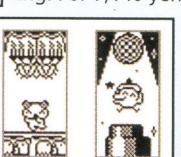
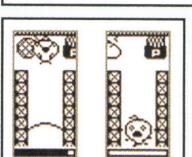
Capcom is gearing up for the 20th anniversary of *Rockman* (*Mega Man* in the U.S.) and has started a countdown on the Japanese *Rockman* Web site. *Rockman* (*Mega*

*Man*) debuted in Japan on the Famicom (NES) system on December 17th, 1987. Since then, over 111 *Rockman* games have been released in Japan. To start the new year, Capcom gave away a drawing mat and this incredibly awesome 20th anniversary poster—a prized item for any *Mega Man* fan. Capcom is also encouraging fans to send in their own *Rockman* anniversary art to be showcased on the *Rockman* site throughout the year. Check out the countdown at [www.capcom.co.jp/rockman20th](http://www.capcom.co.jp/rockman20th)—it gives you a minute-by-minute count so you'll know the exact second when the 20th anniversary kicks off!



# Tamagotchi Music Fever

*Tamagotchi Music Fever* is the perfect way for Bandai's classic *Tamagotchi* critter-nurturing game to make a comeback in the era of portable



music players. You can now listen to your favorite song while feeding your virtual pet. Over 120 minutes of music can fit into the player. Four different *Tamagotchi* mini-games are also included, such as surfing and dancing. For 7,140 yen (about \$60), it's not a bad gift for a younger kid who's just getting into music and games.



## Gundam Musou

The biggest news to come out of Japan recently is the March 1 release of *Gundam Musou* for the PlayStation 3. If there is anything that has a chance of attracting more PS3 users in Japan, then this game is it! Developed jointly by Koei and Bandai Namco, the game combines two of Japan's most beloved pastimes: the *Gundam* hobby and *Dynasty Warriors*-style gameplay. *Gundam Musou*'s sudden announcement came as a total shock to Japanese gamers when it was introduced at the end of 2006. Fans couldn't contain their excitement as they imagined slashing thousands of Zaku's on the battlefield, *Musou*-style! Even more surprising was the early March 2007 release date, as almost everyone, including game journalists, thought the game was going to be released later in the year. There is speculation that Sony pushed for an earlier release date to help ramp up the slower-than-expected PS3 sales in Japan. Unlike other *Dynasty Warriors* games that take place on the ground, *Gundam Musou* includes levels that take players out into space to wage high-tech battles in true *Gundam* style. Players also get to play as the "bad guys," or the Zeonic Front, which is a common feature in all the *Dynasty Warriors* games. It's tough to say at this point whether *Gundam Musou* will manage to sell more PS3s in Japan, but the hype for the game is definitely huge. No word yet on a U.S. release—we'll keep you updated!



## DS Lite Fashion!

With all the slick and cool high-end PSP accessories available, it's about time someone made some fashionable cases for the Nintendo DS Lite! Nintendo teamed up with United Arrows, a clothing company, to create a line of DS Lite cases that appeal to the older crowd. These cases cost almost a hundred dollars to two hundred dollars each and have extravagant names like "Beauty & Youth," "Briefing" and "Whitehouse Cox." Now you can have the looks to go along with that Brain Age!



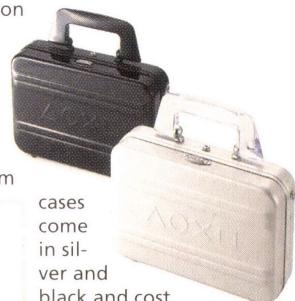
## Champagne Gold PSP

The Champagne Gold PSP (PSP 1000-CG) was recently introduced in Japan, making it the sixth color option for the Japanese version of the PSP. The other PSP colors for the Japanese market include the standard Black, Ceramic White, Pink, Silver and Metallic Blue. Capcom is also offering the *Monster Hunter Portable 2nd Hunter's Pack* which includes the new Champagne Gold PSP. Meanwhile, the U.S. is still stuck with the standard Black PSP with no extra color options in sight. We need more color in our lives!



## PSP Halliburton Cases

Although there is no relation to the controversial Halliburton Energy Services, these PSP cases, appropriately named "Zero Halliburton," are tough enough to go into the battlefield. These aluminum



cases come in silver and black and cost a whopping 69,000 yen (about \$575) each! You have to really love your PSP to get one of these! Plus the blatant display of PlayStation buttons on the case does little to conceal what is hidden inside.

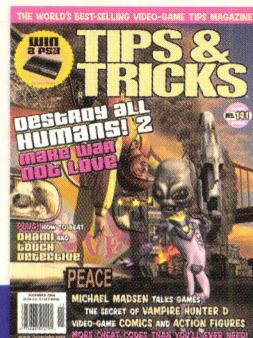
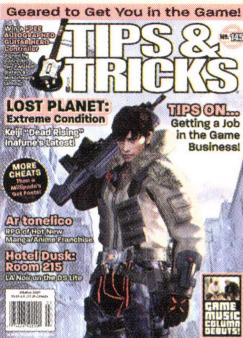
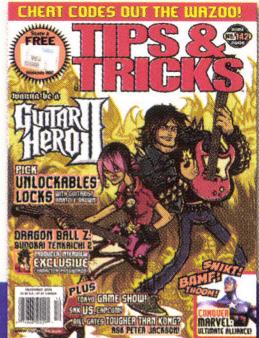
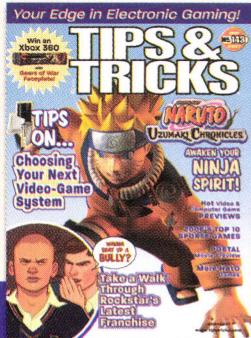


## DOA Credit Cards

Amaze the game store clerks at Akihabara by paying for your purchases with a Kasumi *Dead or Alive* credit card! Tecmo in Japan is offering three different cards featuring Kasumi (MasterCard), Hitomi (JCB) and



Ayane (Master Card Up) from the *Dead or Alive* series. Of course, you'll need a Japanese credit card account to qualify. Every time you use the credit card, you will receive a special trading card featuring one of the nine *Dead or Alive* girls. These cards are part of the *Dead or Alive* 10th anniversary campaign so we can expect more *DOA* special goods in 2007!



# BACK ISSUES

## 2004

**January 2004:** Tony Hawk's Underground  
I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

**March 2004:** Sonic Heroes  
Baldur's Gate: Dark Alliance II, Wrath Unleashed, Maximo vs. Army of Zin, Metal Slug 5

**May 2004:** Pokémon Colosseum  
Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

**June 2004:** Tom Clancy's Splinter Cell—Pandora Tomorrow  
Harvest Moon—A Wonderful Life, Siren, Samurai Warriors

**July 2004:** Hitman—Contracts  
Transformers, Onimusha 3—Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

**August 2004:** Dragon Ball Z—Supersonic Warriors  
Harry Potter and the Prisoner of Azkaban, Psi-Ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

**September 2004:** Spider-Man 2  
Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

**December 2004:** Need for Speed—Underground 2  
Paper Mario: The Thousand-Year Door, Gradus V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

## 2005

**January 2005:** Metal Gear Solid 3—Snake Eater  
Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

**February 2005:** GoldenEye—Rogue Agent  
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

**March 2005:** Star Wars—Knights of the Old Republic II

Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

**April 2005:** Fight Night—Round 2

Super Punch-Out!, Tenchu: Fatal Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

**May 2005:** Dragon Ball Z—Sagas

Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

**June 2005:** Doom III

God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

**July 2005:** Advent Rising

Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

**August 2005:** Destroy All Humans!

Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

**September 2005:** Full Alchemist 2—Curse of the Crimson Elixir

Fantastic 4, Conker: Live & Reloaded, Graffiti Kingdom, Grand Theft Auto: San Andreas (Vol.9), Halo 2 (Vol.9)

**October 2005:** The Incredible Hulk—Ultimate Destruction

Darkwatch, Indigo Prophecy, Mario Superstar Baseball, Grand Theft Auto: San Andreas (Vol.10), Halo 2 (Vol.10)

**November 2005:** Marvel Nemesis—Rise of the Imperfects

Mortal Kombat: Shaolin Monks, Pokemon XD: Gale of Darkness, Burnout: Revenge, Phoenix Wright: Ace Attorney, Grand Theft Auto: San Andreas (Vol.11), Halo 2 (Vol.11)

**December 2005:** Call of Duty 2—Big Red One

Shadow of the Colossus, Trauma Center: Under the Knife, Star Wars: Battlefront II, Grand Theft Auto: San Andreas (Vol.12), Halo 2 (Vol.12)

## 2006

**January 2006:** Castlevania—Curse of Darkness

Shadow the Hedgehog, Sonic Rush, The Legend of Heroes, Grand Theft Auto: San Andreas (Vol.13), Halo 2 (Vol.13)

**February 2006:** Gauntlet—Seven Sorrows

Tokobot, King Kong, Mario Kart DS, Grand Theft Auto: San Andreas (Vol.14), Halo 2 (Vol.14)

**March 2006:** 24—The Game

Teen Titans, Full Auto, Chibi-Robo!, Grand Theft Auto: San Andreas (Vol.15), Halo 2 (Vol.15)

**April 2006:** Resident Evil—Deadly Silence

Black, Final Fight: Streetwise, River King: A Wonderful Journey, Grand Theft Auto: San Andreas (Vol.16), Halo 2 (Vol.16)

**May 2006:** Kingdom Hearts II (Part 1)

The Outfit, Odama, Mega Man: Powered Up, Sonic Riders, Grand Theft Auto: San Andreas (Vol.17), Halo 2 (Vol.17)

**June 2006:** Rampage—Total Destruction

Kingdom Hearts II (Part 2), Steamboat Chronicles, Mega Mania (Vol.1), Grand Theft Auto: San Andreas (Vol.18), Halo 2 (Vol.18), Video-Game Comics (Vol.2)

**July 2006:** The Da Vinci Code

New Super Mario Bros., Tomb Raider: Legend, Over the Hedge, Animation Station (Vol.1), Mega Mania (Vol.2), Halo 2 (Vol.19), Video-Game Comics (Vol.3)

**August 2006:** Naruto—Ultimate Ninja

Jaws: Unleashed, Micro Machines V4, Animation Station (Vol.2), Mega Mania (Vol.3), Halo 2 (Vol.20), Video-Game Comics (Vol.4)



**September 2006:** Dirge of Cerberus

The Lord of the Rings: The Battle for Middle-earth II, Tekken: Dark Resurrection, Animation Station (Vol.3), Mega Mania (Vol.4), Halo 2 (Vol.21), Video-Game Comics (Vol.5), Games on Film (Vol.1)

**October 2006:** LEGO Star Wars II

Yakuza, Dragon Quest Heroes: Rocket Slim, Animation Station (Vol.4), Mega Mania (Vol.5), Halo 2 (Vol.22), Video-Game Comics (Vol.6), Games on Film (Vol.2)

**November 2006:** Destroy All Humans! 2

Touch Detective, Okami, Animation Station (Vol.5), Mega Mania (Vol.6), Halo 2 (Vol.23), Video-Game Comics (Vol.7), Games on Film (Vol.3)

**December 2006:** Guitar Hero II

Marvel: Ultimate Alliance, Dragon Ball Z: Budokai Tenkaichi 2, Animation Station (Vol.6), Mega Mania (Vol.7), Halo 2 (Vol.24), Video-Game Comics (Vol.8), Games on Film (Vol.4)

## 2007

**January 2007:** Tips on...Choosing the Next-Gen System that's right for you

Naruto—Uzumaki Chronicles, Bully, Animation Station (Vol.7), Halo 2 (Vol.25), Video-Game Comics (Vol.9), Games on Film (Vol.5), Select Game Previews

**February 2007:** IMHO—Contribute Your Most Memorable Gaming Moments

The Legend of Zelda: Twilight Princess, Sonic the Hedgehog, Word of Warcraft: The Burning Crusade, Animation Station (Vol.8), Halo 2 (Vol.26), Online Gamer (Vol.30), Games on Film (Vol.6), Gaming 2 Go (Vol. 29), Select Game Previews

**March 2007:** Tips on...Finding a Job in the Electronic Games Industry

Lost Planet: Extreme Condition, Hotel Dusk: Room 215, Ar Tonelico: Melody of Elemia, Animation Station (Vol.9), Halo 2 (Vol.27), Online Gamer (Vol.31), Games on Film (Vol.7), Gaming 2 Go (Vol. 30), Sound Test

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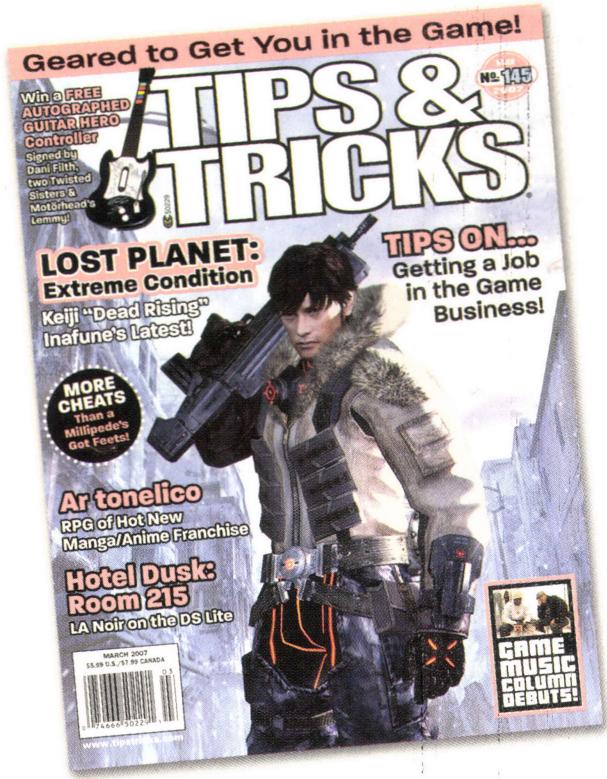
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# PlayStation 2 tips

## 18 WHEELER AMERICAN PRO TRUCKER

### Cheat Character

At the title screen, press and hold the **X** button and start a game. Continuously holding the **X** button until the Mode Select Screen appears. Now release **X** and choose any mode; Nippon Maru will appear as a playable character.

## 24: THE GAME

### Cheat Codes

Hold L1 + L2 + R1 + R2 at the main menu for ten seconds; a blue dialogue box labeled "Security Clearance" will appear, allowing you to enter the following codes. Hold **X** and press Left or Right to scroll through letters and numbers. After you enter the code, press **□**. If the code is valid, it will light up yellow. The codes for all levels and bonuses will only work if you have save data from the game on your memory card. The levels and bonuses can be accessed from the "Previously on 24" box on the main menu.

6 6 B A U E R—Invulnerability  
6 2 A L M E I D A—Infinite ammo  
7 2 D E S S E L R—All levels  
5 4 P A L M E R—All bonuses

## AEON FLUX

### Cheat Passwords

During gameplay, pause the game and enter the following passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode  
HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health  
CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health  
FOXTROT UNIFORM GOLF—Unlimited ammo  
LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes

CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities  
BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills  
UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie  
More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode  
PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows  
MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume  
BRAVO LIMA UNIFORM ROMEO—Unlock War costume  
GOLF ROMEO ALPHA YANKEE—Unlock Fame costume  
JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume  
WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume  
ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume  
CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monican Freya, Hostess Judy, Una and Fashion Una costumes

## ALIENS VERSUS PREDATOR: EXTINCTION

### Cheat Menu

At any time during gameplay, press **START** to pause, then press R1, R1, R1, L1, L1, R1, R1, R1, L1, R1, L1, R1, L1. Select "Options," then "Cheats" to access the Cheats menu.

## APE ESCAPE 3

### Secret Monkey Passwords

At the title screen, press L1 + L2 + R1 + R2 simultaneously; a password entry screen will appear. Most of the following passwords are found in Hint Books which can be purchased at the bookstore in the shopping center. Note that some of the passwords have spaces or capital letters in them, and that some of the monkeys cannot be caught until after you beat the game.

grobyc—Releases SAL-1000 into the "Saru-mon's Castle" stage. SAL-1000 can be found in the colosseum area, but you won't be able to reach

this area without the Super Monkey morph, which you receive after you beat the game.  
2nd man—Releases Shimmy into the "Winterville" stage. Shimmy can be found in a snowy field which cannot be reached without the Super Monkey morph (see above).

blackout—Releases Dark Master into the "Kung-Fu Alley" stage. Look for him in the lounge area where Bonnies is found.

krops—Releases Spork into the "Hide n' Seek Forest" stage. Look for him in the cabin where the lamb monkeys are found.

redmon—Releases Pipotron Red into the "Toytown" stage. Look for him in the toy room with the blocks.

coolblue—Releases Pipotron Blue into the "Airplane Squadron" stage. You'll find him as soon as you exit the casino.

yellowy—Releases Pipotron Yellow into the "Winterville" stage. Look for him in the house near the start of the stage.

SAL3000—Releases SAL-3000 into the "Space-TV Fortress" stage. He can be found in a special slot machine room which can only be reached using the Super Monkey morph.

2 snakes—Unlocks a movie tape which you can watch in the Home Theater and two movie files which you can watch and edit in the Simian Cinema.

## ARENA FOOTBALL

### Cheat Codes

At the main menu, press the **O** button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99  
SPMAHC—Unlock All-Star Champs team  
LFAOPEN—Unlock all teams

Run Me—While on offense, only running plays can be selected

Pass Me—While on offense, only passing plays can be selected

Kick Me—While on offense, only special-teams plays can be selected

## THE BARD'S TALE

### Cheat Codes

At any time during gameplay, hold L1 + R1 and enter any of the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down

Can't be struck—Left, Right, Left, Right, Up, Down, Up, Down

Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down

Damage x 100—Up, Down, Up, Down, Left, Right, Left, Right

10,000 silver pieces and 100 adderstones—Up, Up, Down, Left, Right, Left, Right

Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

## BARNYARD

### Cheat Codes

Hold R1 + R2 at the main menu and enter the following codes:

Unlock all Bonus items—**△**, **○**, **×**, **□**, **□**, **○**, **△**

Unlock all Antics—**△**, **○**, **×**, **○**, **○**, **×**, **○**, **△**

More Cheat Codes

At any time during gameplay, hold R1 + R2 and enter the following codes:

Earn 9,999 Gopher Bucks—**×**, **○**, **□**, **□**, **○**, **□**, **□**

Earn all Knapsack and Flower Pack items—**×**, **○**, **○**, **□**, **○**, **○**

## BATTLEFIELD 2: MODERN COMBAT

### Cheat Passwords

Press **○** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

**BIG MUTHA TRUCKERS 2**

### Cheat Passwords

Press **○** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

## MISSIONS

### Unlock all missions

C A S H—Earn \$100,000

C R I D G E—Easy bridge crossing

N O D A M A G E—Invincibility

N O C O P S—No cops

E B M—Unlock Evil Bob mission

P J—Pay off one juror

P A J—Pay off all jurors

C O P S—Cops always on route

B I K E R S—Bikers always on route

G A L L E R Y—Unlock all gallery items

## BLITZ: THE LEAGUE

### Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

O N F I R E—Ball trail always on

B O N I C Y—Beach ball

P I P P E D—Double unleash icons

N O T T I R E D—Stamina Off

C L A S H Y—Super Clash

B I G D O G S—Super unleash clash

C H U W A Y—Two-player co-op

## BURNOUT: REVENGE

### Saved Game Data Bonus Vehicles

If you have a Burnout 3: Takedown save file on your PS2 memory card when creating a profile in Burnout: Revenge, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a Madden NFL 06 save file, you'll unlock the Madden Challenge Bus.

## CALL OF DUTY: FINEST HOUR

### Unlock All Single Player Levels

(Note: You'll need two controllers to enter this code.) Select "Single Player" mode and enter your player's name. When the level-select screen appears, hold Up on Controller 2 and press START, SELECT, SELECT, **□** on Controller 1 to unlock all levels.

## CALL OF DUTY 2: BIG RED ONE

### Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold L1 + R1 and press Up, Up, Down, Down, Left, Left, Right, Right, **□**, Right, **□**, Right, **□**, Right, **□** to unlock all of the chapters.

## CAPCOM CLASSICS COLLECTION VOLUME 2

### Unlock All Bonus Extras

At the title screen, press Left, Right, Up, Down, L1, R1, L1, R1. You will see a message on the screen and hear a sound to confirm that the code has been entered correctly.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

## CARTOON NETWORK RACING

### Unlock Everything

At the main menu, press Down, **○**, Down, **□**, Up, Down; a confirmation message will appear and you'll hear a sound if you have entered the code correctly.

## THE CAT IN THE HAT

### Cheat Codes

At the main menu or the Start Game menu, hold **○** + R1 + R2 and enter any of the following

codes. You'll hear a special sound after entering each code correctly. Note that many of the codes can also be entered in the same way at the Pause menu during the game, where it may be more appropriate to do so (e.g. the "current level" codes).

Infinite health—**□**, L1, L1, L2, L2, Up, Down, Up, Down

Infinite lives—**□**, L2, L2, L1, L1, Down, Down, Up, Down

Add 10 Magic—L1, Down, L1, L2, **□**, Down, Up, Down, Up, Up

Add 100 Magic—Up, L1, L2, **□**, Down, Down, Up, Down, Up, Down

Get all four bonus level keys in current Level—**□**, L2, Down, L1, L1, Up, **□**, Down, Up, Down

Unlock all levels—Down, L2, Up, L1, **□**, Down, **□**, Down, Down, Up, Up

Unlock "Seussian Secret Level" at the Start Game menu—**□**, L2, Up, **□**, L1, **□**, Down, **□**, Down, Down, Up

Enable warp—Down, L2, L2, L2, Down, Up, Up, Up, Up, Down (with this code in place, you can hold L1 and press L2 to warp to the starting point of the next area in the current stage, or hold R1 and press R2 to warp to different locations within the same area)

Complete game by finishing the current level—**□**, L2, L2, Up, L1, Up, Up, Down, Up, Down

Flycam mode—Down, L2, **□**, L1, L1, Down, Up, Down, Up, Down (use the analog sticks and buttons to move the camera around)

Display credits while in the house—L2, Down, **□**, Down, L1, Up, Up, Down, Down, Down

Load all levels in succession—**□**, L2, Down, Up, L1, **□**, **□**, **□**, Down

Display programmers' debug coordinates—Down, L2, L2, **□**, L1, Up, Down, Up, Down, Down

Enable level warp—Down, L2, L2, L2, Down, Up, Up, Up, Up, Down

Unlock All Bonus Content

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold L1 and press Down, Down, Right, Right, Down, Right, Up to unlock all the bonuses.

Cheat Codes

At the main title screen—where the words "Press the START Button" are flashing—hold L1 + R1 and press Down, Down, Right, Up. (Note: You may have to start a game and exit before the main title screen will appear) The flashing text will turn green when you enter the code correctly. Now you can enter any of the following cheats at any time during gameplay:

Refill health—Hold L1 and press Down, Left, Left, Right

Refill energy—Hold L1 and press Up, Up, Right, Up

Invincibility—Hold L1 and press Down, Up, Down, Right, Right

Get 10,000 Coins—Hold L1 and press Down, Left, Right, Down, Down

Unlock all special abilities—Hold L1 and press Down, Left, Right, Left, Up

Skip to the end of the current level—Hold L1 and press Down, Left, Down, Left, Down, Right, Up

CONFlict: DESERT STORM

### Unlock Cheat Menu

At the main menu, press **□**, **□**, **○**, **○**, L1, L1, R1, R1, L2, R2, R2. Now select "Options" and you'll find a new menu called "Cheats."

## CONFlict: DESERT STORM II

### BACK TO BAGHDAD

### Unlock Cheat Menu

At the main menu, press L1, L1, R1, R1, **□**, **□**, **○**, **○**. If you check under the "Options" menu, you'll find a new option called "Cheats."







"Monkey Head Crowd" (crowd has monkey heads)—Orange, Blue, Yellow, Yellow, Orange, Blue, Yellow, Yellow  
"Performance Mode"—Yellow, Yellow, Blue, Yellow, Yellow, Orange, Yellow, Yellow

**HALF-LIFE****Cheat Codes**

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:  
Xen gravity—Up, △, Down, X, Up, △, Down, X  
Invincibility—Left, □, Up, △, Right, ○, Down, X  
Infinite ammo—Down, X, Left, ○, Down, X, Left, ○  
Invisibility—Left, □, Right, ○, Left, □, Right, ○  
Slow motion—Right, □, Up, △, Right, □, Up, △  
Alien mode—Up, ▲, Up, ▲, Up, ▲, Up, ▲, Up, ▲

**HOT SHOTS GOLF: FORE!****Cheat Codes**

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:  
R E Z T W S—Unlock all Vs. Mode characters in Single Play  
M K J E F Q—Reduces prices of Shop items by 20%  
N F S N H R—Unlock 100t Hammer (B-class) club for purchase from Shop  
D L J M F Z—Unlock Big Air (B-class) club for purchase from Shop  
R Z T Q G V—Unlock Infinity (B-class) club for purchase from Shop  
D G H F R P—Unlock Pin Hole (B-class) club for purchase from shop  
Y F Q J J I—Unlock Beginners Ball for purchase from Shop  
C R C G K R—Unlock Big Air Ball for purchase from Shop  
D J X B R G—Unlock Infinity Ball for purchase from Shop  
V Z L S G P—Unlock Pin Hole Ball for purchase from Shop  
J A Y Q R K—Unlock Sidespin Ball for purchase from Shop  
X N E T O K—Unlock Turbo Spin Ball for purchase from Shop  
X S R E H D—Unlock Aloha Beach Resort stage for purchase from Shop  
C R C N H Z—Unlock Bagpipe Classic stage for purchase from Shop  
W V R J Q S—Unlock Blue Lagoon C.C. stage for purchase from Shop  
O Q U T N A—Unlock Day Dream G.C. stage for purchase from Shop  
R V M I R U—Unlock Mini-golf 2 stage for purchase from Shop  
Z K O G J M—Unlock Silk Road Classic stage for purchase from Shop  
U I W H L Z—Unlock United Forest G.C. stage for purchase from Shop  
L I B T F L—Unlock Western Valley C.C. stage for purchase from Shop  
Y Z L O X E—Unlock Wild Green C.C. stage for purchase from Shop  
X C Q G W J—Unlock Clark (Caddie) for purchase from Shop  
W S I K I N—Unlock Dexter (Caddie) for purchase from Shop  
M Z I M E L—Unlock Kayla (Caddie) for purchase from Shop  
L N N Z J V—Unlock Kaz (Caddie) for purchase from Shop  
M Y P W P A—Unlock Mochi (Caddie) for purchase from Shop  
W R H Z N B—Unlock Simon (Caddie) for purchase from Shop  
U T W I V Q—Unlock Sophie (Caddie) for purchase from Shop  
Y K C F E Z—Unlock Mike's costume for purchase from Shop  
G J B C H Y—Unlock Phoebe's costume for purchase from the Shop  
B B L S K Q—Unlock Lin's costume for purchase from Shop  
A R F L C R—Unlock Mel's costume for purchase from Shop  
W X A F S J—Unlock Capsule 1 for purchase from Shop  
O E I N L K—Unlock Capsule 2 for purchase from Shop  
W F K V T G—Unlock Capsule 3 for purchase from Shop  
F C A V D O—Unlock Capsule 4 for purchase from Shop  
Y Y P O K K—Unlock Capsule 5 for purchase from Shop  
G D Q D O F—Unlock Capsule 6 for purchase from Shop  
H H X K P V—Unlock Capsule 7 for purchase from Shop  
O U K X P S—Unlock Capsule 8 for purchase from Shop  
L M I R Y D—Unlock Capsule 9 for purchase

**from Shop**

M J L J E Q—Unlock Capsule 10 for purchase from Shop  
M H N C Q I—Unlock Capsule 11 for purchase from Shop  
U I T U G F—Unlock HSGF! Voice CD for purchase from Shop  
U E R O O K—Unlock Extra Pose Cam for purchase from Shop  
R J I F Q S—Unlock Extra Swing Cam for purchase from Shop  
D P Y H I U—Unlock Supershots Extra Video for purchase from Shop  
D I X W F E—Unlock Heckels megaphone for purchase from Shop  
P A T J L I—Unlock HSGF! Music CD for purchase from Shop  
F K D H D S—Unlock HSG Special rules book for purchase from Shop  
M Q T I M V—Unlock Landing Grid for purchase from Shop  
P V J E M F—Unlock Replay Cam A for purchase from Shop  
E K E N C R—Unlock Replay Cam B for purchase from Shop  
Z U H H A C—Unlock Replay Cam C for purchase from Shop  
R O D D H Q—Unlock Wallpaper Set 2 for purchase from Shop  
Z K J S I O—Unlock Menu Character Brad for purchase from Shop  
L W V L C B—Unlock Menu Character Phoebe for purchase from Shop  
A V I Q X S—Unlock Menu Character Renee for purchase from Shop

**ICE AGE 2: THE MELTDOWN****Cheat Codes**

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:  
Infinite health—Up, Right, Down, Up, Left, Down, Right, Left  
Infinite energy—Down, Left, Right, Down, Down, Right, Left, Down  
Infinite pebbles—Down, Down, Left, Up, Up, Right, Up, Down  
Level select—Up, Right, Right, Left, Right, Right, Down, Down  
Unlock all bonuses—Down, Left, Up, Down, Left, Right, Right

**THE INCREDIBLES: RISE OF THE UNDERMINER****Cheat Passwords**

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:  
L E V E L L O C K S M I T H—Unlock all missions  
S H O W M E—Unlock all Gallery items  
M R I P R O F—Earn 1,000 XP for Mr. Incredible  
F O R O Z P R O F—Earn 1,000 XP for Frozone  
M R I M A S T E R—Maximum level and all upgrades for Mr. Incredible  
F R O Z M A S T E R—Maximum level and all upgrades for Frozone  
M R I B O O M—Earn one Super Move for Mr. Incredible  
F R O Z B O O M—Earn one Super Move for Frozone  
W H Y M U S S T W E F I G H T—Infinite Super Moves  
T H I S I S T O O E A S Y—Enemies inflict more damage  
T H I S I S T O O H A R D—Enemies inflict less damage  
E G O P R O B L E M—Big heads  
H E A D R O O M—Tiny heads  
I N A H U R R Y—Speed up gameplay  
M A X I M I L I O N—Earn double XP

**INTELLIVISION LIVES!****B-17 Bomber: Cheat Code**

At the B-17 Bomber title screen (where it says "Intellivision Presents B-17 Bomber"), press the SELECT button to call up the keypad, then enter the following code: Highlight the "0" position (bottom row, center) and press X, then highlight the "1" position (top row, left) and press X. You'll start the game with unlimited fuel and 200 bombs.  
*Thin Ice: Alternate Game*  
Choose Thin Ice from the "Arcade" game menu, highlight "Play!" and press X. When the controller configuration screen appears, hold the R2 button on Controller 2 and press X on Controller 1 to play Voochko on Ice, an alternate version of Thin Ice starring Voochko the Wolf, mascot of the XIV Winter Olympic Games.

**JAWS: UNLEASHED****Cheat Codes**

When starting a new game, enter one of the following passwords as your profile name to unlock the corresponding cheat:  
S H A A A R K—Unlock all levels  
B L O O O D—Earn 1,000,000 Ability points

**JUSTICE LEAGUE HEROES****Cheat Codes**

At any time during gameplay, press START to pause the game, then hold L1 at the pause menu and enter any of the following codes:  
Earn 35 Boosts—Left, Right, Left, Right  
Take less damage—Left, Up, Right, Down  
Purchase all Heroes—Right, Down, Left, Up  
Unlock all Powers, all Powers are maximum rank—Right, Down, Right, Down  
Earn 20 Shields—Up, Up, Down, Down  
Purchase all alternate costumes—Down, Left, Up, Right  
Unlock all Cinematics—Down, Right, Down, Left  
One-hit kills—Up, Up, Down, Left, Up, Up, Down, Right  
Invincibility—Left, Down, Right, Up, Left, Down, Right, Up  
Unlimited Power—Down, Down, Right, Right, Up, Up, Left, Left

**KARAOKE REVOLUTION VOLUME 2****Cheat Codes**

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly. Note: The autosave feature will be disabled when a cheat code is activated.  
Unlock all characters—L3, □, ○, L3, Up, Left, Right, Down, ○, □  
Unlock all songs—□, △, Down, Left, Up, Right, L2, R2, Start  
Unlock all venues—□, △, Right, Up, Left, Down, R2, L2, Start  
Unlock all outfits—Up, ○, Left, □, □, Down, ○, Right, R3, L3  
Unlock all videos—Up, □, Right, ○, □, Left, ○, Up, L3, R3  
Unlock Tips & Tricks shirt for Ishani—R3, □, □, Down, ○, L3, □, □, Up, Left

**KILLZONE****Cheat Codes**

At the main menu, hold L1 and enter any of the following codes:  
○, □, △, ○—Enemies have big heads  
○, □, △, ○, □—Unlock all movies  
Unlock All Levels  
To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.

**LE MANS 24 HOURS****Secret Codes**

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name. You'll hear a special sound effect after entering a correct code.  
N E V E R L E A V E—Unlock all missions  
N U M B A T—Unlock all Championships  
S P E E D Y—Unlock all tracks  
A C O—Unlock all cars

**LEGO STAR WARS II: THE ORIGINAL TRILOGY****Cheat Codes**

At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords:  
Y T D 3 1 8—Unlock Imperial Shuttle for purchase  
B A J 1 9 9—Unlock TIE Bomber for purchase  
P P L 4 2 4—Unlock TIE Fighter (Darth Vader) for purchase  
Q Y A 8 2 8—Unlock TIE Interceptor for purchase  
H D Y 7 3 9—Unlock TIE Fighter for purchase  
K S Y 7 2 9—Unlock 4-LOM for purchase  
Q A T 3 3 1—Unlock Dengar for purchase  
N V Y 5 8 3—Unlock Bossk for purchase  
N X L 9 7 3—Unlock IG-88 for purchase  
Y O D 4 7 6—Unlock Yoda (Ghost) for purchase  
S Y K 9 6 7—Unlock Anakin Skywalker (Ghost) for purchase  
B E N 9 1 7—Unlock Ben Kenobi (Ghost) for purchase  
N F X 5 8 2—Unlock Gonk Droid for purchase  
V F R 8 0 0—Unlock Admiral Ackbar for purchase  
H Y Z 3 8 2—Unlock The Emperor for purchase  
M M M 1 1—Unlock Imperial Guard for purchase  
T T T 2 8 9—Unlock Ewok for purchase  
H L P 2 2 1—Unlock Boba Fett for purchase  
G B U 8 8 8—Unlock Skiff Guard for purchase  
S G E 5 4 9—Unlock Palace Guard for purchase  
W T Y 7 2 1—Unlock Bib Fortuna for purchase  
Y Z F 9 9 9—Unlock Gamorrean Guard for purchase  
B V Y 8 7 2—Unlock Princess Leia (Prisoner) for purchase  
V H Y 8 3 2—Unlock Bespin Guard for purchase  
U G N 6 9 4—Unlock Ugnaught for purchase  
U B B 3 1 9—Unlock Lobot for purchase  
N Y U 9 8 9—Unlock Snowtrooper for purchase

**MEDAL OF HONOR: EUROPEAN ASSAULT****Cheat Codes**

At any time during gameplay, press START to pause, hold L1 + R1 and press ○, ○, Left, □, ○, □. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—□, L2, L1, ▲, △, R1  
Infinite ammo—L2, L1, □, L2, L1, R1  
100% Adrenaline—L1, R2, R1, Up, ▲, ○









0-0-4-Right—Whiffle Bat

0-0-4-Up—Log Bat

0-0-3-Up—Ice Bat

0-0-2-Up—Blade Bat

0-0-4-Left—Mace Bat

0-0-5-Up—Spike Bat

0-0-1-Up—Bone Bat

2-0-0-Right—Big Head

2-0-0-Left—Tiny Head

3-3-3-Up—Coliseum Stadium

3-2-1-Up—Rocked Park Stadium

3-3-3-Down—Monument Stadium

3-2-1-Down—Midway Park Stadium

3-2-1-Right—Empire Park Stadium

3-3-3-Left—Forbidden City Stadium

3-2-1-Left—Atlantis Stadium

2-1-0-Right—Pinto Team

2-1-1-Right—Horse Team

2-1-2-Right—Eagle Team

2-2-0-Right—Lion Team

1-0-3-Down—Dwarf Team

1-1-3-Down—Gladiator Team

1-3-3-Down—Bubble Head Team

1-0-2-Down—Dolphin Team

1-1-2-Down—Scorpion Team

1-2-2-Down—Sub-Zero Team

1-3-2-Down—Rodeo Clown Team

1-1-0-Down—Minotaur Team

2-2-2-Down—Olshan Team

2-2-2-Up—Rivera Team

2-3-2-Down—Napolitano Team

2-1-1-Down—Evil Clown Team

2-3-1-Down—Alien Team

2-3-3-Down—Casey Team

1-0-1-Down—Little League

2-2-2-Right—Team: Todd McFarlane

3-3-3-Right—Team: Terry Fitzgerald

## MVP BASEBALL 2004

### Secret Codes

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lowercase) letters only.

keegan paterson—Player with huge bat

jacob paterson—Player with huge bat

isaiah paterson—Player with huge bat

erik kiss—Player with skinny bat

john prosen—Player with giant cap/helmet

## NBA LIVE 06

### Cheat Passwords

Choose "My NBA Live" from the main menu, then select "NBA Codes" and enter any of the following codes:

A N S W E R I V D M—Unlock Answer IV shoe

R B K A U I S A B 7—Unlock Answer DMX 10 shoe

A I 9 B U B B A 7 T—Unlock Answer IX shoes and RBK Answer IX video

H O Y A S A 3 1 6 L—Unlock The Question shoes and Message from Allen Iverson video

2 5 8 S H Q W 9 5 B—Unlock black TMac 5 shoe

H G S 8 3 K P 2 3 A—Unlock white TMac 5 shoe

J Z 3 S C A R T V Y—Unlock S. Carter III LE shoe

A 3 E A S H O B E I—Unlock a3 Superstar Structure shoe

D R I 2 3 9 C Z 4 9—Unlock a3 Garnett 3 shoe

M S G E S 7 3 2 C Q—Unlock a3 Garnett 3 shoe

B V A Y W E 6 1 C G—Unlock a3 Structure Game shoe

6 7 Y F H 9 8 3 9 F—Unlock green Jordan XIV shoe

7 4 3 H F D R A U 8—Unlock red Jordan XIV shoe

1 4 4 F V N H M 3 5—Unlock black Jordan XIV shoe

5 2 2 3 W E R P I I—Unlock blue Jordan Melo V.5 shoe

Z X D R 7 3 6 2 Q 1—Unlock yellow Jordan Melo V.5 shoe

P S D F 9 0 P P J N—Unlock Indiana Pacers 2005-06 Away jersey

S D F 7 8 6 W S H W—Unlock Indiana Pacers 2005-06 Home jersey

J A N T W I K B S 6—Unlock Detroit Pistons 2005-2006 Alternate Jersey

1 9 3 K S H U 8 1 J—Unlock Boston Celtics 2005-2006 Alternate Jersey

9 9 2 2 N V D K V T—Unlock Cleveland Cavaliers 2005-2006 Alternate Jersey

X W E T J K 2 F C—Unlock Denver Nuggets 2005-2006 Alternate Jersey

6 5 4 N N B D W A—Unlock Sacramento Kings 2005-2006 Alternate Jersey

2 3 4 S D F G H M O—Unlock Eastern All-Stars 2005-2006 Home jersey

X C V B 5 3 8 7 E Q—Unlock Eastern All-Stars 2005-2006 Away jersey

2 J 9 U W A B N P 1—Unlock Western All-Stars 2005-2006 Home jersey

3 9 N 5 6 B 6 7 9 J—Unlock Western All-Stars 2005-2006 Away jersey

## NBA STREET VOL. 2

### Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter the following codes at this time; if you entered a code correctly, you'll hear a car alarm being set:

Big heads—Hold L and press X, B, B, X

Small players—Hold L and press Y, Y, X, B

ABA ball—Hold L and press X, B, X, B

WNBA ball—Hold L and press X, Y, Y, X

Ball trails—Hold L and press Y, Y, B

No interface graphics—Hold L and press B, X, X

All jerseys unlocked—Hold L and press X, Y, B, B

All courts unlocked—Hold L and press B, Y, Y, B

All Street Legends unlocked—Hold L and press X, Y, B, Y

All NBA Legends unlocked (except Michael Jordan)—Hold L and press X, Y, Y, B

NBA Legend Michael Jordan unlocked—Hold L and press X, Y, X, X

Unlimited Turbo—Hold L and press B, B, Y, Y

Explosive rims—Hold L and press X, X, Y, Y

No Trick Counters—Hold L and press Y, Y, X, X

Fast players—Hold L and press Y, X, Y, B

Easy two-pointers—Hold L and press Y, X, B, Y

Hard two-pointers—Hold L and press Y, B, X, Y

## NEED FOR SPEED: UNDERGROUND 2

### Cheat Codes

Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.

\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, L, R

\$200 in Career mode—Up, Up, Up, Left, R, R, R, Down

Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left

Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left

Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Up, Left

## OVER THE HEDGE

### Cheat Codes

At any time during gameplay, press the START button to pause the game, then hold L + R and enter any of the following codes at the pause menu:

Unlock all moves—Y, X, Y, B, X

Unlock all levels—Y, X, Y, X, X, B

Unlock all minigames—Y, X, Y, Y, B, B

Extra damage—Y, X, Y, X, X, B

Earn more HP from food pick-ups—Y, X, Y, X, B, Y

Always power golf—Y, X, Y, X, B, X

Unlock bonus comic 1—Y, X, B, X, Y

Unlock bonus comic 2—Y, X, B, X, X

## PETER JACKSON'S KING KONG: THE OFFICIAL GAME OF THE MOVIE

### Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold L + R, press Down, X, Up, Y, Down, Down, Up, then release L + R. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

lance 1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtigton—Equip pistol

KKkapone—Equip machine gun

KKsn1per—Equip sniper rifle

## RAMPAGE: TOTAL DESTRUCTION

### Cheat Codes

At the main title screen, hold L + R and a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities

1 4 1 4 2 1—Unlock all Monsters and Cities

0 7 1 7 6 7—Single-hit destruction

9 8 6 9 6 0—Invulnerable monsters

0 1 1 2 3 5—All upgrades

0 8 2 8 6 4—Enable autoplay

8 7 4 0 9 8—Enable quick autoplay

6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)

3 1 4 1 5 9—Display game version number

0 0 0 0 0 0—Reset all cheats

## ROBOTECH: BATTLECRY

### Secret Passwords

At the main menu, select "New Game." At the next menu, hold L + R and press Left, Up, Down, A, Right, B, START. A special password entry screen will appear where you can enter any of the following codes:

W E V I L L W I N—Unlock all missions

M U L T I M A Y H E M—Unlock all multiplayer missions

S U P E R M E C H—Invincibility

M I S S M A C R O S S—Unlock all Veritech designs

W H E R E S M A X—Unlock all Veritechs and awards

B A C K S T A B B E R—One-shot kills

S N I P E R—One-shot Sniper kills

S P A C E F O L D—Faster gunpod ammo refresh

M A R S B A S E—Faster missile refresh

M I R Y A—Faster weapon refresh

## SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB

### Cheat Passwords

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

V I G O R—Infinite health in all platform levels

G A S S Y—Infinite fuel in all flying levels

E M C S Q R—Infinite time in all driving levels

R O C F I S H—Earn 30,000 Z's

T I S S U E—Activate Sleepy Seed detector

G U D G E O N—Unlock all levels in Free Play mode

P I L O T—Unlock Aviator SpongeBob costume (It Came from Bikini Bottom stage)

S P O N G E—Unlock Punk SpongeBob costume (Diesel Dreaming stage)

K R A B B Y—Unlock Skeleton SpongeBob costume (Alaskan Belly Trouble stage)

B R A I N—Unlock Exposed Brain SpongeBob costume (Hypnotic Highway stage)

P A T R I C K—Unlock Patrick Tux costume (StarfishMan to the Rescue stage)

S A F A R I—Unlock Patrick Safari costume (Rocket Rodeo stage)

P I R A T E—Unlock Patrick Pirate costume (RoofTop Rumble stage)

B O N E S—Unlock Patrick Skeleton costume (Hypnotic Highway stage)

P A N T S—Unlock Patrick Plankton costume (Super-Sized Patty stage)

R O B O T—Unlock Giant Plankton Robot costume (Revenge of the Giant Plankton Monster stage)

H O T R O D—Unlock Hot Rod Skin color (Diesel Dreaming stage)

B U N R U—Unlock Patrick Rocket Skin color (Hypnotic Highway stage)

S P A C E—Unlock Patrick Rocket Skin color (Rocket Rodeo stage)

H Y P H Y C A R—Unlock Hypnotic Car Skin color (Hypnotic Highway stage)

H O V E R R—Unlock Hovercraft Vehicle Skin color (Hypnotic Highway stage)

L A S E R—Unlock Plankton Eye Laser color (Revenge of the Giant Plankton Monster stage)

F E V E R—Unlock Hot Rod Skin (Diesel Dreaming stage)

F R E E R—Unlock Starfish-Man to the Rescue stage)

D U C K G U N—Unlock Squeaky Duck Gun Effect (It Came from Bikini Bottom stage)

R O C K E T—Unlock Patrick Laser Color Effect (Rocket Rodeo stage)

P O R K P I—Unlock bonus artwork

## TENAGE MUTANT NINJA TURTLES 3: MUTANT NIGHTMARE

### Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:

M D L D S S L R—Invincibility

L M D R R M S R—Unlimited shuriken

R R D M L S D L—Infinite Ougi gauge

S L L M R S L D—All healing items become temaki sushi

L D M S L R D D—Enemies kill you in one hit

M S R L S M M L—Doubles enemies' attack power

S L R M L S S M—Doubles enemies' defense power

D M L D M R L D—No healing items

L L M S R D M S—No shuriken

## VIEWTIFUL JOE 2

### How to Unlock the 36 Chambers

1. Defeat Drill Sergeant Big John in Reel 1, Act IV.

2. In Reel 5, Act I, when you're fighting ninjas on the slippery ice on the cliffs (after you've launched up to the cliffs using the remote-controlled platform), finish the scene with at least five hearts.

3. Get killed by the enemies that look like paper bags.

4. Finish any scene with only one heart remaining.

5. Pass Reel 2, Act III.

6. Pass Chamber 1.

7. Collect all the V-Reels from every act in any film.

8. Get a "Game Over" and make sure that you do not reset the game.

9. Pass Reel 3, Act I.

10. Pass Chamber 1 and enter a bonus room in Reel 4, Act II. The bonus room is in the house where the switches move the rooms in a clockwise direction. When you place the three objects (teardrop, sword and mirror) into the matching scrolls, a door opens on the right side of the room on the upper right. However, if you hit the switch in this room instead of going through the door, you'll end up on the bottom level, and when you go through the open space on the right, you'll enter a bonus area filled with ninjas.

11. Pass Chamber 2 with at least an "A" rating.

12. Earn a "V" time rank in five consecutive scenes.

13. Have only one heart left from beginning to end in any scene.

14. Pass Reel 4, Act II.

15. Earn a "Rainbow V" ranking (get a "V" for V-Points, Defense and Time) during the UFO fight in Reel 4, Act I.

16. Finish the last scene in Reel 2, Act I without using any VFX powers.

17. Pass Chamber 8.

18. Pass Chamber 9 and buy the Sliding power-up.

19. Pass the miniboss fight against Big John in Reel 3, Act II with an "A" rank or higher.

20. Pass the kitchen scene in Reel 1, Act III, with a "Rainbow V" ranking.

21. Pass Chambers 3 and 12.

22. Pass Chamber 13.

23. Pass Reel 7, Act III and have more than 200,000 Viewtiful saved up.

24. Get Joe thrown out of the women's restroom 10 times in a row in Reel 3, Act I.

25. After finishing the scene where you start the gears turning in Reel 3, Act II, don't use any VFX until the next "Just Go For It!" scene starts.

26. Pass Chamber 17 and finish Story Mode.

27. Pass Chamber 18 and buy the Redhot Kick power-up.

28. Pass the challenging button scene in Reel 7, Act I where Silvia has to use her Replay VFX, with at least 30 seconds to spare.

29. Collect every V-Reel in Reel 5, Act I.

30. Earn a "Rainbow V" in five consecutive scenes. They can span across Acts, so if you get a "Rainbow V" in each of the first four scenes in Reel 1, Act I, you'll still get the chamber to unlock if your first grade in Reel 1, Act II is also a "Rainbow V."

31. Perform the Ukemi 10 times in a row in Reel 7, Act I. When one of the weaker enemies hits you, if you use VFX Zoom In right before your body hits the ground, you'll recover without taking damage.



# Xbox tips

## ARMED AND DANGEROUS

### Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

List all cheats—B, L, A, B, White, A, Left Trigger, Left Trigger

Refill ammo—Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black

Infinite ammo—A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger

Refill health—X, R, A, Y, Black, B, A, Right Trigger, Right

Invincibility—X, X, X, R, A, Left Trigger, Left Trigger, Y

God mode (invincibility/infinite ammo)—Y, A, B, X, B, A, A, Left Trigger

Play any level—Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y

View any movie—A, Y, A, Y, Black, Right Trigger, A, Y

Big heads—Left Trigger, Black, B, White, White, B, Black, Left Trigger

Big hands—R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y

Big boots—R, White, Y, A, Left Trigger, B, White, X

Upside-down screen—Y, A, B, B, A, B, White, White

## BATTLESTAR GALACTICA

### Cheat Code

Choose "Options" from the main menu, then select "Extras" and press Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

### Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press Down, Down, Left, Down, Down, Up, Right, Right at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

## BURNOUT: REVENGE

### Saved Game Data Bonus Vehicles

If you have a Burnout 3: Takedown save file on your Xbox hard drive when creating a profile in Burnout: Revenge, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a Madden NFL 06 save file, you'll unlock the Madden Challenge Bus.

## DESTROY ALL HUMANS!

### Cheat Codes

At any time during gameplay, press START to pause, then enter any of the following codes at the pause menu:

Bulletproof Crypto—Hold Left Trigger, press X, Y, Left, Left, Y, X

Infinite Concentration—Hold Left Trigger, press Black, White, Y, Right, White, Y

Infinite ammo and Concentration—Hold Left Trigger, press Left, Y, White, Right, Black, X

Increase Alert Meter—Hold Left Trigger, press Right, X, White, Black, Right, White

Reduce Threat level to "None"—Hold Left Trigger, press White, Right, White, Black, X, Right

*More Cheat Codes*

Enter any of the following codes at the mothership hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are):

Early Upgrades—Hold Left Trigger, press X, Y, Left, Left, Y, X

Earn 1,337 DNA—Hold Left Trigger, press Black, Black, White, White, Left, Right, Left, Right, White, Black

## DRIVER: PARALLEL LINES

### Cheat Passwords

At any time during gameplay, press START to pause the game, choose "Settings" from the pause menu, then select "Cheats" and enter any of the following passwords:

R O L L B A R—Indestructible cars

G U N B E L T—Infinite ammo

Z O O M Z O O M—Infinite nitro

I R O N M A N—Invincibility

## KEYSTONE

### Weak cop cars

T O O L E D U P—Zero cost

G U N R A N G E—All weapons

C A R S H O W—All vehicles

## ESPN NBA BASKETBALL

### Unlock All 24/7 Items

Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "4TREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked.

## FUZZEE FEVER (Xbox Live Arcade)

### Unlock All Levels

At the Select Mode screen, highlight "Puzzle" and press Left Trigger, Up, Down, Right Trigger, X. Note: Using this cheat disables the ability to save games.

### Bonus Levels

To unlock the bonus level in each stage, select your set, then press Right Trigger, X, Y, Down, Right Trigger. Note: You will still need to complete all of the levels in each set in order to access the bonus level.

## JAWS: UNLEASHED

### Cheat Codes

When starting a new game, enter one of the following passwords as your profile name to unlock the corresponding cheat:

S H A A A R K—Unlock all levels

B L O O O O D—Earn 1,000,000 Ability points

## JUSTICE LEAGUE HEROES

### Cheat Codes

At any time during gameplay, press START to pause the game, then hold Left Trigger and enter any of the following codes:

Earn 35 Boosts—Left, Right, Left, Right

Take less damage—Left, Up, Right, Down

Purchase all Heroes—Right, Down, Left, Up

Unlock all Powers, all Powers are maximum rank—Right, Down, Right, Down

Earn 20 Shields—Up, Up, Down, Down

Purchase all alternate costumes—Down, Left, Up, Right

Unlock all Cinematics—Down, Right, Down, Left

One-hit kills—Up, Up, Down, Left, Up, Up, Down, Right

Invincibility—Left, Down, Right, Up, Left, Down, Right, Up

Unlimited Power—Down, Down, Right, Right, Up, Up, Left, Left

## LEGO STAR WARS II: THE ORIGINAL TRILOGY

### Cheat Codes

At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords:

Y T D 3 1 8—Unlock Imperial Shuttle for purchase

B P L 1 9 9—Unlock TIE Bomber for purchase

P P L 4 4 2—Unlock TIE Fighter (Darth Vader) for purchase

Q Y A 8 2 8—Unlock TIE Interceptor for purchase

H D Y 7 3 9—Unlock TIE Fighter for purchase

K S Y 7 9 2—Unlock 4-LOM for purchase

Q A T 3 3 1—Unlock Dengar for purchase

N V Y 5 8 3—Unlock Bossk for purchase

N X L 9 7 3—Unlock IG-88 for purchase

Y O D 4 7 6—Unlock Yoda (Ghost) for purchase

S Y K 9 6 7—Unlock Anakin Skywalker (Ghost) for purchase

B E N 9 1 7—Unlock Ben Kenobi (Ghost) for purchase

N F X 5 8 2—Unlock Gonk Droid for purchase

V F R 8 0 0—Unlock Admiral Ackbar for purchase

H H Y 3 8 2—Unlock The Emperor for purchase

M M M 1 1 1—Unlock Imperial Guard for purchase

T T T 2 8 9—Unlock Ewok for purchase

H L P 2 2 1—Unlock Boba Fett for purchase

G B U 8 8 8—Unlock Skiff Guard for purchase

S G E 5 4 9—Unlock Palace Guard for purchase

Y Z F 9 9 9—Unlock Gamorrean Guard for purchase

B V X 8 7 2—Unlock Princess Leia (Prisoner) for purchase

I R O N M A N—Invincibility

## DRIVER: PARALLEL LINES

### Cheat Passwords

At any time during gameplay, press START to pause the game, choose "Settings" from the pause menu, then select "Cheats" and enter any of the following passwords:

R O L L B A R—Indestructible cars

G U N B E L T—Infinite ammo

Z O O M Z O O M—Infinite nitro

I R O N M A N—Invincibility

## WT Y 7 2 1

### Unlock Bib Fortuna for purchase

V H Y 8 3 2—Unlock Bespin Guard for purchase

U G N 6 9 4—Unlock Uogaunta for purchase

U U B 3 1 9—Unlock Lobot for purchase

H U F 7 2 9—Unlock Luke Skywalker (Hoth) for purchase

N Y U 9 8 9—Unlock Snowtrooper for purchase

C Y G 3 3 6—Unlock Rebel Pilot for purchase

E K U 8 4 9—Unlock Rebel Trooper (Hoth) for purchase

Y W M 8 4 0—Unlock Han Solo (Hood) for purchase

S M G 2 1 9—Unlock Grand Moff Tarkin for purchase

B V 8 8 9—Unlock Imperial Officer for purchase

N N Z 3 1 6—Unlock TIE Fighter Pilot for purchase

B N C 3 3 2—Unlock Death Star Trooper for purchase

U C K 8 6 8—Unlock Beach Trooper for purchase

C V T 1 2 5—Unlock Imperial Spy for purchase

N A H 1 1 8—Unlock Greedo for purchase

Y D V 4 5 1—Unlock Sandtrooper for purchase

J A W 4 9 3—Unlock Jawa for purchase

P E J 8 2 1—Unlock Tusken Raider for purchase

V A P 6 6 4—Unlock Imperial Shuttle Pilot for purchase

P T R 3 4 5—Unlock Stormtrooper for purchase

## THE LORD OF THE RINGS: THE RETURN OF THE KING

### Increase Experience

At any time during the game, press START to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:

Aragorn—Hold Left Trigger + Right Trigger, press Up, X, Y, A

Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down

Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down

Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A

Legolas—Hold Left Trigger + Right Trigger, press A, Y, Up, A

Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A

## MLB SLUGFEST: LOADED

### Unlock Fantasy Teams and Stadiums

At the main menu, hold X + Y and press the Right Trigger. You'll hear a signal to confirm the code. Now all of the fantasy teams and stadiums have been unlocked.

"Vs." Screen Codes

Enter any of the following codes at the "vs." screen that appears just before the game loads. The numbers represent the number of times you must press the X, Y and B buttons followed by a direction on the D-pad. For example, to enter the "Tennis Ball" code (2-4-2-Up), press X twice, Y four times and B twice, then press Up on the D-pad. You'll hear a special sound effect to confirm each code.

4-4-4-Down—Unlimited Turbo

3-0-0-Left—Max Batting

0-3-0-Left—Max Power

0-0-3-Left—Max Speed

1-2-3-Left—Extra time after plays

2-4-2-Up—Tennis ball

2-4-2-Down—16" softball

2-0-0-Right—Big head

2-0-0-Left—Tiny head

## MORTAL KOMBAT: ARMAGEDDON

### Cheat Codes

Choose "The Krypt" from the main menu, then select the second "Media" page (look for a "?" icon on the bottom right corner of the page). Move the cursor to the "?" icon, press the A button, then enter any of the following codes:

Unlock Meat character—Up, X, X, B, B, Up

Unlock Blaze character—Y, X, Left, Left Trigger, Left, B

Unlock Taven character—Right Trigger, Left, White, Up, B, Down

Unlock Daegon character—Right Trigger, Left Trigger, Y, Down, Down, X

Unlock Drakhim's alternate costume—White, Right, A, Left Trigger, Up, Up

Unlock Frost's alternate costume—Down, White, Right Trigger, Left Trigger, B, Black

Unlock Nitara's alternate costume—Down, Left Trigger, Up, Left Trigger, Left, Right Trigger, Right

Unlock Shang Tsung's alternate costume—Left Trigger, Left, Up, B, Up, Black

Unlock Netherworld Interior Arena—Right Trigger, Left, Left, Down, Right Trigger, X

Unlock Falling Cliffs Arena—White, B, X, A, B, Y

Unlock Reiko's War Room—White, Y, Right Trigger, Up, A, A

Unlock Shinnok's Spire—Left, Left, B, Up, Y, Left Trigger

Unlock Pyramid of Argus—Right Trigger, Left Trigger, X, A, White, Up

Unlock Krimson Forest—B, Left Trigger, Up, X, B, Down

Unlock Armageddon Promo Movie—Up, Up, Down, Up, White, A

Unlock Armageddon Promo Movie—Up, Up, Down, Up, Black, A

Unlock Motor Gameplay Movie—Y, Up, White, Left Trigger, Right Trigger, White, Up

Unlock Cyrax Fatality Bloopers Movie—Right, Left Trigger, White, Down, Up, Left Trigger

Unlock Armory Fight Tune—A, X, Left, Y, A

Unlock Pyramid of Argus Tune—Down, Left, White, Black, Up, Left Trigger

Unlock Tekunin Warship Tune—Up, B, Left Trigger, Right, Right Trigger, Right, Trigger, A

Unlock Lin Kuei Palace Tune—Black, Left, B, A, White, Right

Unlock Blaze Sketch—Left Trigger, Y, Black, Right Trigger, X

Unlock Hero Sketches 1—Up, A, White, Down, Black, A

Unlock Firewall Sketch 3—Up, X, Right Trigger, Black, B, Left Trigger

Unlock Gauntlet Trap Sketch—B, White, Y, Down, B, Left

Unlock Sektor's 2-Hand Pulse Blade Sketch—White, Left Trigger, Left, A, Up, Right Trigger

Unlock Mileena's Car Sketch—White, Right, Up, Right Trigger, Y, Up

Unlock Color Study for Opening Movie 3—Y, Left, Left, A, Down, B

Unlock Scorpion Throw Sketch—Left Trigger, Left, Up, B, White, Left Trigger

Unlock Baraka's Fatality 1—Forward, Up, Down, Attack 2 (close)

Baraka's Fatality 2—Forward, Down, Back, Forward, Attack 2 (sweep distance)

Kabal's Fatality 1—Forward, Up, Up, Attack 3 (close)

Kabal's Fatality 2—Up, Up, Down, Down, Attack 2 (close)

Ashrah's Fatality 1—Down, Down, Up, Up, Attack 2 (close)

Ashrah's Fatality 2—Forward, Down, Forward, Attack 2 (sweep distance)

Dairou's Fatality 1—Down, Up, Back, Back, Attack 1 (sweep distance)

Dairou's Fatality 2—Down, Down, Back, Attack 3 (close)

Nightwolf's Fatality 1—Back, Forward, Back, Forward, Attack 1 (far)

Nightwolf's Fatality 2—Down, Forward, Down, Up, Attack 2 (sweep distance)



Bo 'Rai Cho's Fatality 1—Up, Back, Forward, Attack 3 (at sweep distance)  
 Bo 'Rai Cho's Fatality 2—Down, Up, Forward, Forward, Attack 2 (at sweep distance)  
 Kobra's Fatality 1—Forward, Back, Forward, Forward, Attack 2 (close)  
 Kobra's Fatality 2—Down, Back, Forward, Down, Attack 4 (close)  
 Darius' Fatality 1—Down, Forward, Forward, Up, Attack 1 (close)  
 Darius' Fatality 2—Up, Down, Back, Forward, Attack 3 (at sweep distance)  
 Jade's Fatality 1—Back, Forward, Up, Forward, Attack 1 (at sweep distance)  
 Jade's Fatality 2—Back, Forward, Forward, Forward, Attack 2 (close)  
 Havik's Fatality 1—Forward, Forward, Forward, Back, Attack 2 (at sweep distance)  
 Havik's Fatality 2—Down, Forward, Forward, Up, Attack 4  
 Kenshi's Fatality 1—Forward, Forward, Back, Back, Attack 2 (at sweep distance)  
 Kenshi's Fatality 2—Up, Forward, Back, Forward, Attack 2 (at sweep distance)  
 Raiden's Fatality 1—Back, Down, forward, Down, Attack 1 (at sweep distance)  
 Raiden's Fatality 2—Up, Down, Forward, Forward, Attack 1 (far)  
 Li Mei's Fatality 1—Forward, Forward, Forward, Forward, Attack 1 (at sweep distance)  
 Li Mei's Fatality 2—Up, Back, Forward, Forward, Attack 4 (at sweep distance)  
 Noob Smoke's Fatality 1—Up, Down, Down, Forward, Attack 2 (at sweep distance)  
 Noob Smoke's Fatality 2—Back, Forward, Back, Forward, Attack 4 (at sweep distance)  
 Noob Smoke's Fatality 3—Up, Down, Down, Forward, Attack 3 (at sweep distance)  
 Noob Smoke's Fatality 4—Up, Down, Down, Forward, Attack 1 (at sweep distance)  
 Tanya's Fatality 1—Forward, Down, Down, Down, Attack 1 (at sweep distance)  
 Tanya's Fatality 2—Up, Back, Forward, Up, Attack 2 (close)  
 Kira's Fatality 1—Back, Forward, Forward, Back, Attack 4 (far)  
 Kira's Fatality 2—Up, Forward, Down, Back, Attack 3 (at sweep distance)  
 Hotaru's Fatality 1—Forward, Up, Back, Down, Attack 1 (at sweep distance)  
 Hotaru's Fatality 2—Down, Forward, Back, Forward, Attack 2 (close)  
 Shujinko's Fatality 1—Back, Up, Forward, Forward, Attack 1 (close)  
 Shujinko's Fatality 2—Up, Down, Down, Forward, Attack 3 (close)  
 (Note: You must unlock Shujinko's fatalities in Konquest Mode in order for these to work.)  
 Sub-Zero's Fatality 1—Forward, Back, Down, Forward, Attack 2 (close)  
 Sub-Zero's Fatality 2—Back, Down, Forward, Down, Attack 1 (at sweep distance)  
 Liu Kang's Fatality 1—Back, Back, Back, Forward, Attack 2 (at sweep distance)  
 Liu Kang's Fatality 2—Forward, Forward, Up, Up, Attack 3 (at sweep distance)  
**Hara-Kiri**  
 When the "Finish Him" (or "Her") message appears at the end of a match you've lost, enter one of the following codes to perform your character's hara-kiri before your opponent can finish you off:  
 Scorpion's Hara-Kiri—Down, Down, Up, Back, Attack 1  
 Sindel's Hara-Kiri—Forward, Up, Up, Down, Attack 4  
 Mileena's Hara-Kiri—Back, Down, Forward, Back, Attack 1  
 Baraka's Hara-Kiri—Down, Back, Up, Back, Attack 4  
 Kabal's Hara-Kiri—Forward, Up, Up, Down, Attack 2  
 Ashrah's Hara-Kiri—Up, Down, Up, Up, Attack 2  
 Dairou's Hara-Kiri—Back, Back, Back, Down, Attack 1  
 Ermac's Hara-Kiri—Down, Up, Up, Down, Attack 3  
 Nightwolf's Hara-Kiri—Up, Up, Up, Attack 3  
 Bo 'Rai Cho's Hara-Kiri—Back, Back, Forward, Forward, Attack 2  
 Kobra's Hara-Kiri—Up, Up, Back, Back, Attack 2  
 Darius' Hara-Kiri—Back, Forward, Forward, Attack 2  
 Jade's Hara-Kiri—Forward, Up, Up, Back, Attack 1  
 Havik's Hara-Kiri—Forward, Up, Up, Up, Attack 2  
 Kenshi's Hara-Kiri—Down, Back, Back, Forward, Attack 4  
 Raiden's Hara-Kiri—Forward, Up, Up, Back, Attack 1  
 Li Mei's Hara-Kiri—Up, Down, Up, Down, Attack 3  
 Noob Smoke's Hara-Kiri—Down, Up, Up, Down, Attack 4  
 Tanya's Hara-Kiri—Down, Down, Forward, Up, Attack 3  
 Kira's Hara-Kiri—Forward, Back, Up, Back, Attack 3

Hotaru's Hara-Kiri—Up, Back, Back, Back, Attack 2  
 Shujinko's Hara-Kiri—Down, Back, Down, Back, Attack 3  
 (Note: You must unlock Shujinko's Hara-Kiri in Konquest Mode before it will work.)  
 Sub-Zero's Hara-Kiri—Down, Up, Down, Up, Attack 2  
 Liu Kang's Hara-Kiri—Down, Down, Down, Up, Attack 3  
**MORTAL KOMBAT: SHAO LIN MONKS**  
**Cheat Codes**  
 Enter any of the following codes at the main menu (where it says "Single Player," "Ko-op" etc.); you'll hear a confirmation sound each time you enter a code correctly.  
**Unlock Scorpion in all game modes**—Hold White and press X, Up, Left Trigger, Right Trigger, Left, Right, X  
**Unlock Sub-Zero in all game modes**—Hold White and press X, Down, Up, Left Trigger, Left Trigger, Up, X  
**Unlock Mortal Kombat II at the Kontent menu**—Hold White and press X, Up, Down, Right, Left, Black, X  
**MTX MOTOTRAX**  
**Cheat Codes**  
 Choose "Options" at the main menu, then select "Cheats" and enter the following secret code:  
 8 6 6 5 7 4 5 7—Unlock Maggot rider, Slipknot 250cc bike and all movies  
**MVP 06 NCAA BASEBALL**  
**Unlock Challenge Items in Dynasty Mode**  
 Choose "Team Management" from the Dynasty Home menu, then select "Create/Edit Player." Create a player using the case-sensitive first and last names below and add him to your team to unlock the corresponding Challenge Items:  
**PETER TRENOUTH**—Unlock all One-Star Sponsor items and first Alumni Facility  
**TREY SMITH**—Unlock all One- and Two-Star Sponsors items, unlock first and second Alumni Facilities  
**CHRIS CHUNG**—Unlock all One-, Two- and Three-Star Sponsor items, unlock first, second and third Alumni Facilities  
**FEDERICO RAHAL**—Unlock all One-, Two-, Three- and Four-Star Sponsor items, unlock all Alumni Facilities  
**DEE JAY RANDALL**—Unlock all Sponsor items and all Alumni Facilities  
**Special Players**  
 Choose "Creation Zone" from the main menu, then select the "Create-A-Player" option. Next, enter any of the following names in their respective First Name and Last Name fields. You will then need to draft the created players to your team from the "Trade Players" option in the "Manage Rosters" menu in order to play them; look for the created player in the "Extra" section.  
**JULIAN KWAN**—Small player with easily broken bat  
**NEALE GENEREUX**—Large player with easily broken bat  
**CHRIS DEAS**—Large player with large bat, hits the ball extremely hard  
**SIMON UNGER**—Player with large bat, hits the ball extremely hard  
**ALAN BLOUN**—Small player with large bat, hits the ball extremely hard  
**TRACEY GARBUTT**—Small player with large bat, hits the ball extremely hard  
**TIM REDEL**—Player with large bat, hits the ball extremely hard  
**ALAN HUGHES**—Player with large bat, hits the ball extremely hard  
**MELISSA SHIM**—Player with large bat  
**MVP BASEBALL 2003**  
**Special Players**  
 From the main menu, select "Roster Management," then select "Create Player." Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them.  
**Keegan Patersn**—Bat will break every time the bat contacts the ball  
**Jacob Patersn**—Bat will break every time the bat contacts the ball  
**Ziggy Patersn**—Bat will break every time the bat contacts the ball  
**Erik Kiss**—Player will hit a home run every time the bat contacts the ball  
**Widescreen Mode**  
 At any time during gameplay, hold Left Trigger + Right Trigger for more than three seconds, then press Left to enable widescreen mode or Right to return to normal.

**MVP BASEBALL 2004****Cheat Codes**

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lowercase) letters only.

**keegan paterson**—Player with huge bat  
**jacob paterson**—Player with huge bat  
**isaiah paterson**—Player with huge bat  
**erik kiss**—Player with skinny bat  
**john prosen**—Player with giant cap/helmet

**MVP BASEBALL 2005****Cheat Codes**

Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.

**Katie Roy**—Unlock all MVP Rewards  
**Neverlose Sight**—Unlock St. Patrick's Day jersey for the Boston Red Sox  
**Benny Lee**—Enable scaling of individual limbs at the "Body Build" menu

**Kenny Lee**—Enable scaling of individual limbs at the "Body Build" menu  
**Teddy Lee**—Enable scaling of individual limbs at the "Body Build" menu

**Keegan Paterson**—Short player with fat bat  
**Jacob Paterson**—Short player with fat bat  
**Isaiah Paterson**—Very short player with fat bat  
**Sean Paterson**—Tiny player with fat bat  
**Avery Larmour**—Tiny player with fat bat  
**Mark Curran**—Player with thin, easily-broken bat  
**Les Kram**—Player with thin, easily-broken bat  
**G Clark**—Player with thin, easily-broken bat

**MX UNLEASHED****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:

**S T U P E R C R O S S**—Unlock Supercross tracks  
**E C O N A T I O N**—Unlock National tracks  
**S W A P P I N**—Unlock "Pro Physics" option at the setup menu before a race  
**O B T G O F A S T**—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)  
**S Q U I R R E L L O D G**—Unlock 50cc Bikes  
**B I G D O G S**—Unlock 500cc Bikes  
**C L A P P E D O U T**—Complete career (unlocks all tracks, machines and bikes)

**NARC****Cheat Codes**

Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.

**Invincibility**—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Thumbstick

**All drugs**—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Thumbstick

**All guns**—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick

**Show stashes**—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left

**Unlimited ammo**—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Down

**NASCAR 07****Cheat Codes**

Enter any of the following case-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:

**GiveMe More**—Start with \$10,000,000 in the bank in Fight to the Top mode

**Outta MyWay**—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode

**AllBowl ToMe**—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode

**It'sAll ForMe**—Unlock all Chase Plates in Fight to the Top mode

**NASCAR 2005: CHASE FOR THE CUP****Cheat Codes**

Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Be sure to enter the codes in capital letters.

Enter the following names in their respective First Name and Last Name fields, then press START to lock in the name and activate the cheat:

**Walmart NASCAR**—10,000,000 in the Bank  
**You TheMan**—Level 10 and 2,000,000 Prestige points  
**MakeMe Famous**—Rank 1 and 10,000,000 Fan Support

**The Intimidator**—Unlock Dale Earnhardt  
**Race Dodge**—Unlock Dodge cars  
**Mr.Clean Racing**—Unlock Mr. Clean cars  
**OldSpice Motorsports**—Unlock Old Spice cars  
**Levi Strauss153**—Unlock Levi Strauss cars  
**GetIn The Zone**—Unlock Auto Zone cars  
**Dodge Stadium**—Unlock Dodge Raceway track  
**OldSpice Venue**—Unlock Old Spice Speedway track  
**Walmart Exclusive**—Unlock Lakeshore Drive track  
**Open Sesame**—Unlock all Thunder Plates

**NASCAR HEAT 2002****Easily Complete Beat The Heat Challenges**

At the main menu, press Up, Down, Left, Right, White, Down, Down. The menu will disappear, then reappear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

**NASCAR THUNDER 2002****Unlock Fantasy Drivers**

At the Driver Select screen, select "Create-a-Car." Enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver.

**Dave Alvern**  
**Buster Auton**  
**Scott Brewer**  
**Audrey Clark**  
**Rick Edwards**  
**Michelle Emser**  
**Katrina Goode**  
**Diane Grubb**  
**Jim Hannigan**  
**Troi Hayes**  
**Crissey Hillsorth**  
**Traci Hultzapple**  
**Rick Humphrey**  
**Kristi Jones**  
**Joey Joulwan**  
**Cheryl King**  
**Mandy Misiak**  
**Josh Neelon**  
**Dave Nichols**  
**Kitt Paint**  
**Benny Parsons**  
**Ken Patterson**  
**Dick Payson**  
**Tom Renedo**  
**Sasha Soares**  
**Chuck Spicer**  
**Daryl Wolfe**

**NASCAR THUNDER 2004****Unlock All Driver Cameos**

Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "Seymore Cameos" as the driver's name. Exit the "Features" menu and select the "EA Sports Extras," then choose the "It's in the Game" video to view all of the cameos.

**Unlock All Alternative Car Skins**  
 Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "Albert Ternate" as the driver's name. Exit the "Features" menu and you will now be able to use all 75 extra paint schemes on your vehicle.

**NBA 2K2****Secret Teams**

Choose "Options" from the main menu, then select "Game Play." At the "Game Play" menu, hold Left on the D-Pad + Right on the Left Thumbstick and press START. Now return to the "Options" menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" (all in caps) at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams.

**NBA 2K3****Cheat Codes**

Choose "Options" from the main menu, then select "Game Play." At the "Game Play" menu, hold Left on the D-Pad + Right on the Left Thumbstick and press START. Now return to the "Options" menu; a new menu item, "Codes," will appear on the bottom of the screen. Enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.



M E G A S T A R S—Unlocks the NBA 2K3, Sega Sports and VC teams  
S P R I N G E R—Trash appears on the ground in Street mode

#### NBA BALLERS: PHENOM

##### Match-Up Screen Codes

Enter any of the following codes by pressing the Playground, Alley-Oop and Shoot buttons the number of times indicated at the "VS" screen that appears just before a match in most game modes. The numbers shown in each code represent the number of times you must press each button before pressing a direction on the D-pad or left analog stick to "lock in" the code. Each time you press a button, you'll see the corresponding symbol change in one of the three boxes next to your player's photo according to the following legend:

1st number/Top box—X

2nd number/Middle box—B

3rd number/Bottom box—Y

For example, to enter the "Unlimited Juice" code (7-6-3), press X seven times, press B six times, press Y three times, then press Up, Down, Left or Right on the D-pad or analog stick. You'll see a confirmation message appear if the code has been entered correctly. You have a very limited time to enter codes, so be quick. Most of the codes do not work when playing online. Note: The "Alternate Gear" code will only work after you have unlocked the alternate gear for the player you've chosen.

1-2-3—Alternate Gear (if unlocked)

0-1-1—Tournament Mode

0-1-2—Show Shot Percentage

4-3-1-2x Juice Replenish

7-6-3—Unlimited Juice

3-6-7—Start with House meter half filled

5-1-2—Expanded Move Set

3-0-0—Random Moves

7-5-6—Legal Goaltending

3-3-2—Great Handles

3-1-5—Super Push

2-1-5—Super Steals

2-3-5—Super Back-Ins

3-1-7—Better Free Throws

3-2-7—Perfect Free Throws

2-1-3—Speedy Players

7-2-2—Fire Ability

6-2-7—Hotspot Ability

1-2-2—Back-In Ability

3-7-4—Stunt Ability

5-3-6—Pass 2 Friend Ability

7-2-5—Alley-Oop Ability

3-1-3—Put Back Ability

1-2-4—Super Block Ability

1-3-4—Big Head

3-5-4—Paper Ballers

4-2-3—Baby Ballers

4-3-3—Kid Ballers

4-4-3—Young Ballers

4-2-5—Pygmy

#### NBA JAM

##### Secret Codes

Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active:

- Enter "C R E D I T S" to unlock the secret NBA Jam development teams
- Enter "P O I N T S" to earn 100,000,000 Jam Points to spend at the Jam Store
- Enter "L P P—" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

#### NBA LIVE 06

##### Cheat Passwords

Choose "My NBA Live" from the main menu, then select "NBA Codes" and enter any of the following codes:

A N S W E R I V D M—Unlock Answer IV shoe  
R B K A I U S A B 7—Unlock Answer DMX 10 shoe

A I B U B B A 7 T—Unlock Answer IX shoes and RBK Answer IX video  
H O Y A S 3 A I 6 L—Unlock The Question shoes and Message from Allen Iverson video

2 5 8 S H Q W 9 5 B—Unlock black TMac 5 shoe  
H G S 8 3 K P 2 3 4 P—Unlock white TMac 5 shoe  
J Z 3 S C A R T V Y—Unlock S. Carter III LE shoe  
A 3 E A S H O E B I—Unlock a3 Superstar Structure shoe

D R 1 2 3 9 C Z 4 9—Unlock a3 Garnett 3 shoe  
M S G E 5 7 3 2 C Q—Unlock a3 Garnett 3 shoe  
B V A Y W E 6 1 C G—Unlock a3 Structure Game shoe  
6 7 Y F H 9 8 3 9 F—Unlock green Jordan XIV shoe  
1 4 4 F V N H M 3 5—Unlock black Jordan XIV shoe  
5 2 2 3 W E R P I I—Unlock blue Jordan Melo V.5 shoe

7 4 3 H F D R A U 8—Unlock red Jordan XIV shoe  
Z X D R 7 3 6 2 Q 1—Unlock yellow Jordan Melo V.5 shoe  
P S D F 9 0 P P J N—Unlock Indiana Pacers 2005-06 Away jersey  
S D F 7 8 6 S H W—Unlock Indiana Pacers 2005-06 Home jersey  
J A N T W I K B S 6—Unlock Detroit Pistons 2005-06 Alternate jersey  
1 9 3 K S H U 8 J—Unlock Boston Celtics 2005-2006 Alternate jersey  
9 9 2 2 N V D K V T—Unlock Cleveland Cavaliers 2005-2006 Alternate jersey  
X W E T J K 2 F C—Unlock Denver Nuggets 2005-2006 Alternate jersey  
6 5 4 N N B F D W A—Unlock Sacramento Kings 2005-2006 Alternate jersey  
2 3 4 S D F G H M O—Unlock Eastern All-Stars 2005-2006 Home jersey  
X C V B 5 3 8 7 E Q—Unlock Eastern All-Stars 2005-2006 Away jersey  
2 J 9 U W A B N P 1—Unlock Western All-Stars 2005-2006 Home jersey  
3 9 N 5 6 B 6 7 9 J—Unlock Western All-Stars 2005-2006 Away jersey

#### NBA STREET VOL. 2

##### Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any of the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set:

Big heads—Hold Left Trigger and press B, X, X, B  
Small players—Hold Left Trigger and press Y, Y, B

ABA ball—Hold Left Trigger and press B, X, X, B  
WNBA ball—Hold Left Trigger and press Y, Y, B

Ball trails—Hold Left Trigger and press Y, Y, X  
No interface graphics—Hold Left Trigger and press X, B, B

All jerseys unlocked—Hold Left Trigger and press B, Y, X, X

All courts unlocked—Hold Left Trigger and press X, Y, Y, X

All Street Legends unlocked—Hold Left Trigger and press B, Y, X, Y

All NBA Legends unlocked (except Michael Jordan)—Hold Left Trigger and press B, Y, Y, X

NBA Legend Michael Jordan unlocked—Hold Left Trigger and press B, Y, B, B

Unlimited Turbo—Hold Left Trigger and press X, X, Y

Explosive rims—Hold Left Trigger and press B, B, Y

No Trick Counters—Hold Left Trigger and press Y, Y, B, B

Fast players—Hold Left Trigger and press Y, B, Y, X

Easy two-pointers—Hold Left Trigger and press Y, B, X, Y

Hard two-pointers—Hold Left Trigger and press Y, X, B, Y

#### NCAA FOOTBALL 07

##### Pennant Codes

Choose "My NCAA" from the main menu, then select "Pennant Collection." At the Pennant Collection screen, press BACK to bring up the Keyboard Pop-up screen and enter any of the following passwords to unlock the desired pennant:

Sic Em—#16 Baylor pennant

Osker Wow—#63 Illinois pennant

Fight—#160 Texas Tech pennant

Undefeated—#199 1st & 5 pennant

Thanks—#200 1st & 15 pennant

For—#201 Blink pennant

Registering—#202 Boing pennant

Drills—#203 Brakes pennant

With Ea—#204 Butter Fingers pennant

Tiburon—#205 Crossed the Line pennant

Ea Sports—#206 Cuffed pennant

Touchdown—#207 Extra Credit pennant

In The Zone—#208 Helium pennant

Turnover—#209 Hurricane pennant

Impact—#210 Instant PrePlay pennant

Heisman—#211 Jumbalaya pennant

Elite 11—#219 QB Dub pennant

Quicksand—#220 QB Rocket pennant

Gridiron—#221 Steel Toe pennant

Ncaa—#222 Stiffed pennant

Upset—#223 Super Dice pennant

Football—#224 Take Your Time pennant

06—#225 Thread & Needle pennant

Offense—#226 Tough as Nails pennant

Defense—#227 Trip pennant

Blitz—#228 What a Hit pennant

Sideline—#229 Kicker Hex pennant

Fumble—#230 2004 All-Americans team

Roll Tide—#274 All-Alabama team

Woopingsooie—#276 All-Arkansas team

War Eagle—#277 All-Auburn team

Death Valley—#278 All-Clemson team

Glory—#279 Colorado team

Great To Be—#280 All-Florida team

Uprising—#281 All-FSU team

Hunker Down—#282 All-Georgia team

On Iowa—#283 All-Iowa team

Victory—#284 All-Kansas State team

Geaux Tigers—#285 All-Louisiana team

Raising Cane—#286 All-Miami team

Go Blue—#287 All-Michigan team

Hail State—#288 All-Mississippi State team

Go Big Red—#289 All-Nebraska team

Rah Rah—#290 All-North Carolina team

Golden Domer—#291 All-Notre Dame team

Killer Nuts—#292 All-Ohio State team

Boomer—#293 All-Oklahoma team

Go Pokes—#294 All-Oklahoma-State team

Quack Attack—#295 All-Oregon team

We Are—#296 All-Penn State team

Lets Go Pitt—#297 All-Pittsburgh team

Boiler Up—#298 All-Purdue team

Orange Crush—#299 All-Syracuse team

Big Orange—#300 All-Tennessee team

Hook Em—#301 All-Texas team

Gig Em—#302 All-Texas A&M team

Mighty—#303 All-UCLA team

Fight On—#304 All-USC team

Wahoos—#305 All-Virginia team

Tech Triumph—#306 All-Virginia Tech team

Down Bow—#307 All-Washington team

U Rah Rah—#308 All-Wisconsin team

Bear Down—#311 Arkansas Mascot team

Ramblinwreck—#329 GT Mascot team

Red And Gold—#333 USI Mascot team

Rock Chalk—#335 KU Mascot team

Rah Rah Rah—#341 Minn Mascot team

Mizzou Rah—#344 Mizzou Mascot team

Go Green—#346 MSU Mascot team

Go Pack—#349 NCSU Mascot team

Go Cats—#352 NC Mascot team

Go Carolina—#360 S Car Mascot team

On UK—#371 UK Mascot team

Go Deacs Go—#382 Wake Mascot team

All Hail—#385 WSU Mascot team

Hail WV—#386 WVU Mascot team

#### CLASSIC NINJA GAIDEN PASSWORDS

L X A Y A X—*Ninja Gaiden* Act 1

A X X R Y A—*Ninja Gaiden* Act 2

X Y B R L X—*Ninja Gaiden* Act 3

B R A B Y Y—*Ninja Gaiden* Act 4

X A Y X L—*Ninja Gaiden* Act 5

R Y L A X—*Ninja Gaiden* Act 6

A A B X Y R—*Ninja Gaiden* II Act 1

X L R B B A—*Ninja Gaiden* II Act 2

L Y B A R R—*Ninja Gaiden* II Act 3

A L X Y Y B—*Ninja Gaiden* II Act 4

R A A B X L—*Ninja Gaiden* II Act 5

Y L R A Y R—*Ninja Gaiden* II Act 6

B B X Y A L—*Ninja Gaiden* II Act 7

B Y R L X A—*Ninja Gaiden* III Act 1

A R R Y A L—*Ninja Gaiden* III Act 2

L B R Y L Y—*Ninja Gaiden* III Act 3

R R B A Y X—*Ninja Gaiden* III Act 4

Y A B X R X—*Ninja Gaiden* III Act 5

B X X A X Y—*Ninja Gaiden* III Act 6

X R X Y Y L—*Ninja Gaiden* III Act 7

#### ODDWORLD: STRANGER'S WRATH

##### Cheat Codes

At any time during the game, plug a second controller into Port 2 on the Xbox, then remove it. Now press X, X, Y, B, B, A, A on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now enter the following codes at any time:

Invincibility—X, Y, A, B, X, Y

\$1,000 Moolah—Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Right Thumbstick

##### Level Select

When starting a new game, enter "@@@@" as your name. The "Select Level" menu will immediately appear.

#### OUTRUN 2006: COAST 2 COAST

##### Cheat Passwords

Press Black at the main menu to access the License Select screen, then select "Edit License," and enter one of the following case-sensitive passwords as the name on the license. Press "Done" on the red keyboard, then cancel the name change by pressing B to exit. Your license should immediately reflect the changes once you exit to the License Select screen.

E N T I R E T Y—All Showroom items unlocked and 100% completion

M I L E S A N D M I L E S—Obtain 1,000,000 Outrun miles

#### OVER THE HEDGE

##### Cheat Codes

At any time during gameplay, press START to pause the game, then hold Left Trigger + Right Trigger and enter any of the following codes at the pause menu:

Unlock all moves—Y, B, Y, X, X, B

Unlock all levels—Y, B, Y, B, X, B

Unlock all minigames—Y, B, Y, X, X, X

Extra damage—Y, B, Y, B, X, Y

Earn more HP from food pickups—Y, B, Y, B, X, Y

Always power golf—Y, B, Y, B, X, B

Unlock bonus comic 1—Y, B, X, X, B, Y

Unlock bonus comic 2—Y, X, B, X, B, X

#### PETER JACKSON'S KING KONG: THE OFFICIAL GAME OF THE MOVIE

##### Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold Left Trigger + Right Trigger, press DOWN, X, Up, Y, Down, D, Up, then release Left Trigger + Right Trigger. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

Bwonder—Invincibility (Jack only)

Grosbras—One-shot kills

KK 999 mun—Unlimited ammo

Lance Inf—Unlimited spears

KKstöry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtigun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

#### PSYCHONAUTS

##### Cheat Codes

At any time during the game, hold Left Trigger + Right Trigger and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.



Invincibility—B, White, B, B, Y, Black  
Unlimited lives—Left Thumbstick, White, White, B, A, Right Thumbstick  
Infinite ammo—Right Thumbstick, A, Left Thumbstick, Left Thumbstick, Y, B (Note: The effects of this cheat code will not be obvious to you until after you earn the PSI-Blast Merit Badge)

All Camp Store items except Psi-ball Colorizer and Dream Fluffs—Right Thumbstick, B, White, White, Left Thumbstick, Y  
All PSI-Power Merit Badges—B, B, Y, White, Left Thumbstick, Y

Lots of Arrowheads—A, Right Thumbstick, Right Thumbstick, White, Y, X

Max. PSI-Rank and all PSI-powers earned by ranking up—Left Thumbstick, Right Thumbstick, Left Thumbstick, White, B, White (Note: You still need to get Merit Badges in order to use the powers)

#### THE PUNISHER

##### Cheat Codes

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

#### RESERVOIR DOGS

##### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Unlock all levels—Black, White, Black, White, Left Trigger, Right Trigger, START

Unlock Art Gallery—Y, A, Black, White, Y, A, START

Unlock Movie Gallery—Left Trigger, Left Trigger, Y, A, Left Trigger, Right Trigger, START

Unlock Fully Loaded cheat—White, Black, Y, Black, A, White, START

Unlock Bulletproof cheat—Left Trigger, Right Trigger, Y, Y, Right Trigger, Y, START

Unlock Adrenaline Rush cheat—A, Left Trigger, Y, A, Left Trigger, A, START

Unlock Magic Bullet cheat—Right Trigger, Black, Y, A, Right Trigger, A, START

Unlock Battering Ram cheat—Black, Black, A, A, Y, White, START

Unlock Time Out cheat—Right Trigger, Right Trigger, White, Y, A, Black, START

#### SECRET WEAPONS OVER NORMANDY

##### Cheat List

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.

Invincibility—Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black

Unlimited ammunition—Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger, Right Trigger, Right Trigger

Big head—Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Right Trigger, Right Trigger

Unlock all Instant Action environments—Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock all missions, planes, Instant Action environments and Gallery movies—Y, Y, Y, X, X, Left Trigger, Right Trigger, Black, Black, White, White (Note: You must select "Continue" after entering this code or the effects will be canceled)

#### THE SIMPSONS: HIT & RUN

##### Cheat Codes

Choose "Options" from the main menu, then hold the Left Trigger and Right Trigger at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—Y, A, Y, A

Unlimited top speed—X, X, X, X

Fast acceleration—Y, Y, Y

Press horn to make vehicle jump—X, X, X, Y

Destroy vehicles with one hit—Y, Y, X, X

Enable speedometer—Y, Y, B, X

Replace secret vehicle in each mission with Red Brick Car—B, B, Y, X

Play Kang & Kodos dialogue during credits—A, X, X, Y (choose "View Credits" from the Options menu)

Show graphic wireframes—B, A, B, Y

Extra camera angles—B, B, B, A

With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you

choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The Left Thumbstick aims the camera, but if you click the Left Thumbstick by pushing it into the controller, you can also use it to move the camera's position.

#### Holiday Menu Screens

If you change the date in the Xbox hardware's internal clock to Halloween (October 31), Thanksgiving (the fourth Thursday in November) or Christmas (December 25), the main menu screen will have a special holiday theme with Homer sitting on the couch in a holiday costume.

#### THE SIMPSONS: ROAD RAGE

##### Secret Codes

Enter any of the following codes at the "Options" screen. After entering the code correctly, you'll hear a special sound effect.

Drive Red Soapbox Car—Hold Left Trigger + Right Trigger and press B, B, Y, X

Drive as Smithers in Mr. Burns' Car—Hold Left Trigger + Right Trigger and press B, B, Y, Y

Drive Nuclear Bus—Hold Left Trigger + Right Trigger and press B, B, Y, A

Drive as New Year's Krusty—Hold Left Trigger + Right Trigger and press B, B, X, Y

Drive as Halloween Bart—Hold Left Trigger + Right Trigger and press B, B, X, A

Drive as Thanksgiving Marge—Hold Left Trigger + Right Trigger and press B, B, X, X

Drive as Christmas Apu—Hold Left Trigger + Right Trigger and press B, B, X, B

Extra camera views—Hold Left Trigger + Right Trigger and press B, B, B, B

Nighttime mode—Hold Left Trigger + Right Trigger and press A, A, A, A

Slow-motion mode—Hold Left Trigger + Right Trigger and press A, B, Y, X

Flat characters—Hold Left Trigger + Right Trigger and press X, X, X, X

Show collision lines—Hold Left Trigger + Right Trigger and press B, B, A, A

#### SOLDIER OF FORTUNE II: DOUBLE HELIX

##### Cheat Codes

At any time during gameplay, press in the Left Thumbstick and enter any of the following codes while holding it down. Note that the codes will not work when using the Xbox Live service:

God mode on—B, A, Y, X

Give all cheat (all weapons)—X, Y, A, B

Infinite ammo—Black, A, Y, White

Level select—Black, B, A, White

#### SONIC HEROES

##### Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

#### SPONGEBOB SQUAREPANTS

#### BATTLE FOR BIKINI BOTTOM

##### Cheat Codes

At any time during the game, press the START button to pause, then hold Left Trigger + Right Trigger and enter any of the following cheat codes. Note: The codes must be entered quickly or they will not register. You'll hear a sound to confirm each time you enter a code correctly:

Restore health—X, X, X, Y, X, Y, X, Y, Y, Y

1,000 Shiny Objects—Y, X, Y, X, Y, X, X, Y

10 Spatulas—X, Y, X, Y, X, Y, X, Y

Bubble Bowl power-up—X, Y, X, Y, X, X, Y

Cruise Bubble Bowl power-up—Y, X, Y, X, Y, X, Y

Cruise control for Cruise Bubble—X, X, X, Y, X, Y, X, X, Y, X, Y, Y

Always Shrapnel Bob death animation—X, X, X,

X, Y, X, Y, X, X, X, Y

Unlock all monsters in Monster Gallery (in Police Station)—X, Y, X, Y, X, X, Y, X

Unlock Art Gallery (in Theatre)—Y, X, Y, X, X, Y,

X, Y, X, X, Y, X, Y, Y

Increase Shiny Object values—Y, X, Y, X, X, Y, X,

X, X, Y, Y, Y, X, X, Y

Enemies become faster and smarter—X, X, X, Y,

X, X, X, Y, X, Y, Y, X, Y

Villagers cheer when you do tricks—Y, Y, Y, Y,

X, Y, X, X, Y, X, Y, Y

Big Plankton—Y, Y, Y, X, Y, X, Y, X, X, X

Small villagers—Y, Y, Y, Y, X, Y, X, Y, X, Y, X, X

Small co-stars—Y, Y, Y, X, Y, X, Y, Y, Y, Y, Y

Spongebob has no pants—X, X, X, X, Y, X, Y, X, Y, X, Y, X  
Invert up/down camera controls—Y, X, X, X, X, X, X, X, X, X, X  
Invert left/right camera controls—Y, Y, X, X, X, X, X, X, X, X, X

#### SPY HUNTER

##### Secret Codes

At the profile menu, select a blank entry, then enter any of the following codes as your name; you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu. Upon entering the "original Spy Hunter" code correctly, the special game will immediately appear instead. In this mode, use Right Trigger to accelerate and Left Trigger to shift between low and high gear.

O G S P Y—Play the original Spy Hunter

G U N N—Unlock "Saliva: The Spy Hunter

T heme" movie

S A L I V A—Unlock "Saliva: Your Disease"

movie

M A K I N G—Unlock "Making of Spy Hunter"

movie

W O O D Y—Unlock "Early Test Animatic"

movie

S H A W N—Unlock "Spy Hunter Concept Art"

movie

#### SPY VS. SPY

##### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats." Press the X button and enter any of the following codes to unlock the corresponding item(s).

A R M O R—Invulnerability

B i g G u n Z—Super damage

N O D R O P—No dropped items

F a i r Y—Permanent Fairy

D i s G u i s e—All spy attachments

W r k B e n C H—All weapons

A n t o n i o—All Story maps

P r o h i a s—All Modern maps

R e t r o S p y—All Classic maps

M a d M a g—All Multiplayer maps

S p y f l i x—All movies

S p y p i c s—All concept art

B l i n k—Invisible HUD

#### SSX TRICKY

##### Cheat Codes

Enter the following codes at the title screen, when the words "Start Game" and "DVD Content" appear. You'll hear a special sound effect after releasing Left Trigger + Right Trigger for each code. For all the codes except the first one, you will not be able to see the effects until gameplay begins. For example, for the Mix Master Mike code, he won't appear on the character select screen, but after choosing any character, he will appear when gameplay begins.

Maximum stats for all characters—Hold Left Trigger + Right Trigger and press Y, Right, Y, Y, Down, A, A, Left, A, A, Up

Play as Mix Master Mike—Hold Left Trigger + Right Trigger and press A, A, Right, A, A, Down, A, A, Left, A, A, Up

Special outfit and board for Elise only—Hold Left Trigger + Right Trigger and press A, A, Right, B, B, Down, Y, Y, Left, X, X, Up

Board sticks to the ground more easily—Hold Left Trigger + Right Trigger and press X, X, Right, Y, Y, Down, B, B, Left, A, A, Up

#### STATE OF EMERGENCY

##### Cheat Codes

Enter any of the following codes at any time during the game:

Unlock Spanky—Right, Right, Right, Right, Y

Unlock Freak—Right, Right, Right, Right, B

Unlock Bull—Right, Right, Right, Right, A

Unlockable—White, Left Trigger, Black, Right Trigger, A

Infinite time—White, Left Trigger, Black, Right

Trigger, B

Infinate ammo—White, Left Trigger, Black, Right

Trigger, Y

Punches decapitate—White, Left Trigger, Black, Right

Trigger, X

Big player—Black, Right Trigger, White, Left

Trigger, Y

Normal-size player—Black, Right Trigger, White, Left

Trigger, B

Little player—Black, Right Trigger, White, Left

Trigger, Y

Looting on the rise—Black, White, Right Trigger, Left

Trigger, Y

Hit villagers to acquire Shiny Objects—Y, Y, Y, Y, Y, X, X, X

Y, Y, Y, Y, Y, X

**ACE COMBAT ADVANCE****Password**

Q F 9 B 9 F 5 9—Unlock every mission and plane with an S-Rank on all missions

**ALEX RIDER: STORMBREAKER****Cheat Codes**

Select "Cheats" from the main menu to access a list of cheats that need passwords in order to toggle them on. When you enter the correct password for the corresponding cheat, a check mark will appear next to it in the Cheats menu.

JESSICA PARKER—Infinite health  
VICTORIA PARKER—One-hit K.O.  
SARLYN HIRSCH—Fast Downtimer  
RENATO CELANI—Slow bullets  
6 9 4 3 0 5 9—Extra enemy health  
9 6 0 3 7 1 7—Extra enemy damage  
6 8 9 4 0 9 8—Undetectable to bugs  
5 2 0 4 2 5—Undetectable to guards  
4 2 9 8 3 5 9—Destructible enemies  
9 7 8 5 7 1 1—Chase Passthrough

**BUTT-UGLY MARTIANS: B.K.M. BATTLES****Passwords**

Choose "Resume Game" from the main menu, then enter any of the following passwords. After the password has been entered, select "New Game" and choose your character and difficulty level. The cheat(s) will take effect when the game starts.

I W T S O W N 2—Start at Mechropolis with one repair kit  
T M T W N 3 P D—Start at Aquatica with one repair kit  
I A L T S M O 4—Start at Arborea with one repair kit  
I O T J O W N 5—Start at Silicon City with one repair kit  
F I L G S O W 6—Start at Magma with one repair kit  
I W T S O W N 7—Start at Koo Foo Ship with one repair kit  
2 E L F M P L S—Start with two repair kits  
G M A C O E W U—Start with two weapon upgrades and one repair kit  
I A G A W 4 W U—Start with four weapon upgrades and one repair kit  
J T 2 D U 4 M P—Start with two defense upgrades and one repair kit  
D U A T O U 4 M—Start with four defense upgrades and one repair kit  
A L W M A A 1 S—Start with six weapon upgrades, six defense upgrades and seven repair kits  
K M I O R M A O—Infinite repair kits

**CAR BATTER JOE****Secret Vehicles**

Choose "Battle League" from the main menu; when the "Use which machine?" prompt appears, select "Password" and enter any of the following codes to unlock a secret car:

E M P I R E X—IEMP Force X  
G U A R A N T I—Queen Dohmo  
S H I S Y O !—Blue Gale EV  
R E D I G U N S—Solid Wind  
T O D O R O K I—Joe Jim ZERO  
I K O K I C H I—Casey's WHLS  
N A G O Y A D B—Long ValleyZ  
G A N K O M A X—MAX-K  
C D M A C A P A—Copa Zone23  
M ! M ! M !—Mega•M  
G O I H O M E !—Piston GH  
C U R E W A N D—Cavalier  
H A M A I 3 3—Big Bang  
8 9 9 8 9 8 1—I Issue X  
9 0 ! 6 0 ! 9 2—Millennium90  
M R I H U R R Y—Matsu K MK4  
K I N N I K U!—MSL Dolly  
M A R R O N !—MRIN's Dream  
T K 0 0 0 0 5 6—Takah's LSR  
B O M ! B O M !—WNN Special

**CARTOON NETWORK BLOCK PARTY****Passwords**

From the main menu, choose "Resume Game" and enter the following passwords to go to the corresponding game boards:

V 1 B D B B B B C ? B C ? B C—The Tater Farm  
Z 1 B D B B B B B C ? B C ? B C—Extreme Cul-De-Sac  
3 1 B D B B B B B C ? B C ? B C—Planet Johnnywood

# Game Boy Advance tips

7 1 B D B B B B B C ? B C ? B C—Katz's Creepy Castle

**CARTOON NETWORK SPEEDWAY****Password**

9 6 9 8 1 9 5 1—Unlock all characters, courses, power-ups and trophies

**CHARLIE AND THE CHOCOLATE FACTORY****Unlock All Adventure Levels and Mini-Games**

At the "Select Game Type" menu, press Left, Right, L, R, START, SELECT; you'll hear a buzzing sound to confirm the code. Now select "Adventure" and press SELECT to unlock all of the levels in Adventure mode, or select "Mini-Games" and press SELECT to unlock all of the Mini-Games.

**THE CHRONICLES OF NARNIA****THE LION, THE WITCH AND THE WARDROBE****Cheat Codes**

At any time during the game, press START to pause and enter any of the following codes at the Pause screen:

Invincibility—Right, L, Down, A, Left, SELECT  
Kill enemies with one hit—Up, Down, SELECT, SELECT, Down, Up  
Get Armor (Only in Winter levels)—A, SELECT, Left, Down, Right, Up  
Refill health—SELECT, R, A, L, Left, Right  
Get five of each usable item—Left, A, Left, SELECT, Down, Up

Toggle Cold Gauge on/off—Right, Left, Left, Down, Up, SELECT

Toggle snow on/off—A, L, SELECT, R, Right, Right

Toggle icy/slippery floor on/off—A, L, SELECT, A, Right, Up (does not work in all areas)

**Unlock All Chapters**

Choose "New Game" from the main menu, then press R, L, Up, Up, Left, Right at the Chapter select screen to unlock all chapters. The code may not work if you press any unnecessary buttons at the Chapter select screen before entering it. You can also enter the code at the Chapter select screen after loading a saved game, but it does not always work the first time you enter it.

**DAVE MIRRA FREESTYLE BMX 3****Cheat Code**

At the title screen, press R, R, L, L, B, B, L, R; you will hear a sound to confirm that the characters Flash and Metal have been unlocked.

**DK: KING OF SWING****Secret Passwords**

At the title screen—while the words "Press Start" are flashing—hold Up + L + B and press A. You'll hear a chime and a Password menu will appear where you can enter the following codes:

5 5 8 6 0 3 2 7—Unlock "Climbing Race 5" Jungle Jam event  
3 5 8 0 5 2 2 5—Unlock "Obstacle Race 4" Jungle Jam event  
6 5 9 4 2 9 2 2—Unlock "Attack Battle 3" Jungle Jam event

**DRILL DOZER****Special Items**

To unlock the following items, you must first beat the game, then purchase the Mega Bit (for 800 chips) so you can drill through steel. Next, enter the newly unlocked "Drill Dozers" Training Course, walk a little to the right, then drill down through the steel block to reach the entrance to the secret "Enigma Room." Inside is a combination lock with four dials. When you enter codes in the lock, a different item will rise out of the purple pipe. However, you must enter an activation code before any of the other codes will work. To enter the activation code, you have to turn the dials in a specific order as follows: Turn the second dial to 8, then turn the fourth dial to 2, then turn the first dial to 3, then turn the third dial to 5. (The result will be 3852.) When you enter the activation code correctly, all the dials will spin to 0 and you will be able to earn special items by entering any of the following codes:

5 0 7 4—Happy Wallpaper  
1 8 1 4—Rock Star Wallpaper  
4 0 8 9—Samurai Wallpaper

2 4 0 3—Standard Wallpaper

2 0 5 9—UFO Wallpaper

5 8 5 4—Blue Overalls

2 0 9 4—Cute Clothes

9 0 2 5—Drill Dozer Coveralls

5 7 4 6—Frog Suit

1 4 1 9—Futuristic Clothes

2 4 5 8—Inspector Uniform

2 4 3 8—Nurse Uniform

5 7 1 6—School Clothes

2 8 2 8—Stylish Skirt

4 1 8 1—Thief Threads

7 0 7 3—Master Seal

**EARTHWORM JIM 2****Passwords**

P 9 V N L 8—Lorenzen's Soil

F 1 L D B Z—Puppy Love (Part 1)

N 8 T N L 8—Vill People

J 4 P J G 4—The Flying King

G 2 M D G 2—Puppy Love (Part 2)

K 5 Q J G 4—Udderly Abducted

**ED, EDD N EDDY: JAWBREAKERS!****Cheat Codes**

Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbering sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu.

Level select—Hold the L button and quickly press Left, Left, Right, Down, Down, Up, Right

All characters have jetpacks—Hold the L button and quickly press Left, Up, Right, Down, Left, Left, Up

All pickups—Hold the L button and quickly press Left, Left, Down, Right, Right, Up, Left

All protect (invincibility)—Hold the L button and quickly press Left, Down, Down, Right, Right, Left, Down

**THE FAIRLY ODDPARENTS! CLASH WITH THE ANTI-WORLD****Passwords (Medium Difficulty)**

V H J D R Y 7—Level 2

Q 8 Z P S Z N—Level 3

Q 5 K N 3 J H—Level 4

Q 9 G B Q S B—Level 5

Q 8 K T K W F—Level 6

Q 9 K H H K 7—Level 7

Q J 4 K G 2 H G—Level 8

V R H Y D 9 V F—Level 9

V L F 4 C B M Z—Level 10

Q M 7 K W W Y H—Level 11

V J S P D J N I—Level 12

V 7 9 \* C Y W F—Level 13

Q D D \* M 6 Z 6—Level 14

Q 1 7 K 9 9 \* W—Level 15

V D G \* G N C J—Level 1 (after beating game once)

**THE FAIRLY ODDPARENTS: ENTER THE CLEFT****Password**

Country Boy, Country Boy, Country Boy, Country Boy, Vicky—All stages cleared

**FINDING NEMO****Cheat Password**

M 6 H M—Unlock all levels and gallery pictures

**GRADIUS GALAXIES****Power-Up**

At any time during the game, press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

**Self-Destruct**

At any time during the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, Right, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups...but it will self-destruct after a few seconds.

**GRAND THEFT AUTO****Stage Select**

At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the START button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the main menu to view the game's credits.

**Cheat Codes**

At any time during the game, hold A + B and press START; you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):  
Left, Right, Up, Down, B, B—Max health  
Left, Right, Up, Down, A, L—Max armor  
Left, Right, Up, Down, A, A—All weapons  
Left, Right, Up, Down, L, L—Earn \$15,000  
Left, Right, Up, Down, R, A—“Wanted” level +1  
Left, Right, Up, Down, A, R—“Wanted” level -1  
Left, Right, Up, Down, R, R—Toggle max. “Wanted” level/zero “Wanted” level

**HARLEM GLOBETROTTERS: WORLD TOUR****Password**

X T G X 3 H—All 15 teams unlocked

**HOT WHEELS STUNT TRACK CHALLENGE****Passwords**

Select "Options" from the main menu, then enter the following passwords:  
C L F N Q R W B—Unlocks all tracks in Game Show Mode and Champions League mode  
S S L T B G L Q—Unlocks all lessons in Stunt School

**HOT WHEELS VELOCITY X****Passwords**

496-93-993—Unlock all cars  
723-83-462—Unlock everything

**ICE AGE****Passwords**

M F K R P H—Art Gallery

M T T Q B B—Unlock all levels

**THE INCREDIBLES****Cheat Passwords**

9 6 K R—Invincibility, infinite Incredimeter, attacks cause more damage  
6 9 D D—Infinite lives  
Z Y Q 8—Enter this password to unlock the level select option at the main menu (press L or R to change your starting level)  
F G 6 Y—Mr. Incredible always wears red costume

**Passwords**

M 5 W 5—Level 1-1-1

B 8 K V—Level 1-1-2

6 9 N L—Level 1-2-1

G F V Y—Level 1-3-1

V 3 4 K—Level 1-3-2

9 4 H R—Level 2-1-1

Z W L G—Level 2-1-2

S P ?—Level 2-1-3

K D Y 3—Level 2-2-1

Y 2 T F—Level 2-3-1

6 1 2 N—Level 2-3-2

B H B V—Level 2-3-3

M Q R 5—Level 2-4-1

3 Y T K—Level 2-4-2

? 6 D S—Level 2-4-3

6 7 S R—Level 2-5-2

S N J 5—Level 2-5-3

M N W 9—Level 3-1-1

B F 8 Z—Level 3-2-1

6 5 N S—Level 3-2-2

Y V K K—Level 3-2-3

K G T Y—Level 3-2-4

S D R 6—Level 3-3-1

Z 3 Z B—Level 3-4-1

9 ? 5 M—Level 3-5-1

F C 7 3—Level 3-5-2

N L 2 ?—Level 3-5-3

V X B G—Level 3-6-1

Y W K J—Level 3-6-2

G J Q Z—Level 3-6-3

K H P 2—Level 3-7-1

3 1 3 K—Level 3-7-2

? ! J T—Level 4-1-1

M L 1 7—Level 4-2-1

Y X F C—Level 4-3-1

G H V 1—Level 4-4-1

V W 4 C—Level 4-5-1

Y X ! F—Level 4-6-1

**INSPECTOR GADGET: ADVANCE MISSION****Passwords**

\* 7 \* M M 1 4—Statue of Liberty: In the Statue

\* 3 H M L 1 4—Statue of Liberty: The Flame of Liberty





# Nintendo DS tips

## ADVANCE WARS: DUAL STRIKE

### Unlock Additional Battle Maps

Insert either of the Advance Wars Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.

### Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

## ANIMAL CROSSING: WILD WORLD

### Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

### Get a Golden Net

Catch all the bugs that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

### Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

### Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

### Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

### Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s Pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Saharah to get either a massage chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the massage chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

## BRAIN AGE

### TRAIN YOUR BRAIN IN MINUTES A DAY!

#### Secrets

- If you say "Glasses, Glasses" into the DS microphone at the title screen, Dr. Kawashima's glasses will jump up and down.
- If you hold the SELECT button when choosing "Brain Age Check" from the menu opposite the

calendar, you will be allowed to choose which three tests you'd like to take instead of having them randomly chosen for you.

- If you hold the SELECT button when choosing "Graph" from the menu opposite the calendar, you will be taken to a special menu that allows you to see the top three results (including all players) in each of the tests in the Brain Age Check as well as in the standard Training mode.

## BUBBLE BOBBLE REVOLUTION

### Classic Mode Cheat Codes

Choose "Classic Ver." from the main menu, select "1P Game" or "2P Game" and enter the following codes when the *Bubble Bobble* logo is flashing on the bottom screen:

Original Game... (Secret doors always appear)—L, R, L, R, L, R, Right, SELECT (Note: Secret doors will appear in Round 20, 30, 40 and 50 if you reach those rounds without losing a life. With this code in place, the doors will always appear even if you lose a life before you reach those rounds. The first three doors lead to secret treasure rooms; the door in Round 50 is a warp to Round 70)

Power Up! (faster bubbles and character movement)—SELECT, R, L, Left, Right, R, SELECT, Right

Super Bubble Bobble (unlock "Super" Mode)—Left, R, Left, SELECT, Left, L, Left, SELECT

### Secret Bonus Items

Get a high score in Classic mode. After you lose your last life and the name entry screen appears, enter one of the following codes as your name:  
K T T S T R . . . T A K S E X  
N S O I, F K I M M T J Y S H

Without exiting Classic mode, start a new game at Round 1. The second power-up that appears after the ice cream sundae will be a special item. If you touch the special item, you will receive one of two different bonuses: Either items will fly across the screen and turn your enemies into diamonds, or the bubbles that remain on the screen when you defeat the last enemy in Round 1 will change into special items.

## BUST-A-MOVE DS

### Unlock Sound Player

At the main menu, press SELECT, A, B, Left, Right, A, SELECT, Right; an option will appear that allows you to listen to the game's music.

## CARS

### Cheat Codes

Enter any of the following codes at the title screen; you will hear a confirmation sound each time you enter a code correctly and you will automatically be taken into the main menu of the game.

Unlock Ramone Style mini-game—Up, Down, Up, Down, A, B, X, Y

Unlock all mini-games—Up, Up, Down, Down, Left, Right, Left, Right, B, A

## CARTOON NETWORK RACING

### Cheat Codes

Enter any of these codes as your player name to activate the corresponding cheat. You can change your name under the "Options" menu as well. Note that as soon as you enter a cheat, a confirmation screen will come up that says, "Cheat active warning! Save disabled."

S P I N A C H—Unlimited superpower energy  
R O C K E T M A N—Unlimited Dumb Missiles  
A A A R G H—Enables all hazards and pick-ups in the Time Trial

G I M M I C—Unlock everything

S T O N E M E—Every pick-up looks like a Dumb Missile, but shoots a stone block instead that can turn any vulnerable player to stone

I M A C O P T E R—Top-down view

## CASTLEVANIA: DAWN OF SORROW

### Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

## THE CHRONICLES OF NARNIA

### THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu before you start or continue a game. You'll hear a sound to confirm each code.

Invincibility—A, Y, X, B, Up, Up, Down, Down

Restore health automatically—Left, Right, Up, Down, A, A, A, A

Stronger attacks—A, Up, B, Down, X, X, Y, Y

Stronger weapons—Left, Up, A, B, Right, Down, X, Y

Max. money—Up, X, Up, X, Down, B, Down, B

Max. stats—Left, B, Up, Y, Down, X, Right, A

Get armor—A, X, Y, B, Up, Up, Down, B

Get armor—A, X, Y, B, Up, Up, Down, B

## DIGIMON WORLD DS

### Secret Passwords

Enter these passwords inside the room in Digital Central with the Access Counter and Help Desk. There's a staircase leading up to a purple portal where you can enter the passwords.

2 0 0 0 0 6 3 0—Get Scan Data for DotAgumon

1 0 4 0 7 0 0 2—Get Scan Data for DotPalmon

4 2 0 1 6 0 0 2—Get Ultimate Sword, Ultimate

Brr and Ultimate Ring

## DRAGON QUEST HEROES: ROCKET SLIME

### Tank Codes

At any time after you unlock the multiplayer tank battles (by rescuing Flanternia), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, L, Y, R, R, Up, Down, SELECT—Unlock Knightrho tank

Y, R, R, Up, L, L, Y, Down, Down, Down, Y, SE-LECT—Unlock Nemesis tank

## FEEL THE MAGIC: XY/XX

### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Chu Chu Rocket!* cartridge—Unlock Maniac Head Piece 20

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

### Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

## FROGGER: HELMET CHAOS

### Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

*Frogger's Journey: The Forgotten Relic*—Unlocks Punk costume

*Frogger's Adventures 2: The Lost Wand*—Unlocks Pirate costume

## KIM POSSIBLE: KIMMUNICATOR

### Cheat Codes

At any time during gameplay (not while paused), hold L + R and press A; you will hear Luigi say his name to confirm that you have entered the code correctly.

### Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press START to pause the game and press L, R, L, R, X, X, Y, Y at the pause menu. A message will appear to confirm the code. In Secret Challenge Mode, the screen scrolling works as it did in the original *Super Mario Bros.*; i.e. you can't go back in the direction from which you came.

## KIRBY: CANVAS CURSE

### Secret Characters

• *Waddle Dee Ball*—Finish the game once. When you start a game from the same file, *Waddle Dee* will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• *Dedede Ball*—After you unlock the *Waddle Dee Ball*, you can buy the *Dedede Ball* in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• *Meta Knight Ball*—After you unlock the *Dedede Ball*, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• *Waddle Do Ball*—After you've beaten the game at least once, insert *Kirby and the Amazing Mirror* or *Kirby: Nightmare in Dreamland* into the Game Boy Advance cartridge slot of your DS. When you start a game of *Kirby: Canvas Curse*, *Waddle Do Ball* will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

### Jump Game Medal

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

## NEW SUPER MARIO BROS.

### Play as Luigi

At the "Select a File" menu in *Mario Game* (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm that you have entered the code correctly.

### Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press START to pause the game and press L, R, L, R, X, X, Y, Y at the pause menu. A message will appear to confirm the code. In Secret Challenge Mode, the screen scrolling works as it did in the original *Super Mario Bros.*; i.e. you can't go back in the direction from which you came.

To trigger the fireworks that appear when you touch the flagpole at the end of a stage, make sure that the last two digits of the timer are the same number (i.e. 99, 88, etc.) at the exact instant when Mario or Luigi touches the flagpole. If your timing is right, you will be rewarded with explosions equal to that number. Since each explosion is worth 4,000 points, you can get a total of 36,000 extra points at the end of each stage instead of the maximum of 8,000 points earned by just hitting the top of the flagpole. Activating fireworks also triggers a Toad House to appear at each stage's starting point, with a reward inside that is also determined by the last two digits of the timer. If the numbers are 11, 22 or 33, you'll find a random power-up inside the Toad House that appears. If they're 44, 55 or 66, you'll get a 1-Up, and if they're 77, 88 or 99, the Toad House will contain a Mega Mushroom.

### Unlock Worlds 4 and 7

Upon reaching World 2 and World 5, you will notice that there are alternate paths out of these levels leading to World 4 and World 7, respectively. Defeating the castle boss of World 2 or World 5 will unlock the upper path leading out of the World. In order to unlock the lower, alternate path out of each World, you'll need some preparation in the form of Mini Mario. Either snag a Mini Mushroom from the final castle of World 2 or World 5, or bring a Mini Mushroom with you and defeat the boss as Mini Mario. After beating the castle boss, Mini Mario will notice the lower path leading out of the castle and the alternate path will be unlocked.

You can also use the appropriate warp cannons to travel to these levels (see below).

#### Unlock Warp Cannons

There are five warp cannons in *New Super Mario Bros.*, and each one leads to a different world. Here's how to unlock them:  
**World 1 Warp Cannon (World 1-Tower)**—In the room where you collect Coin 3, jump over to the right wall, but don't enter the door. Instead, hop onto the block just above you and walk through the hole. You'll need Shell Mario to break through the blocks in the next room, so be sure to bring a Blue Koopa Shell with you.  
**World 2 Warp Cannon (World 2-A)**—To unlock this warp cannon, you must enter the area which contains Coin 3 in World 2-A. After obtaining the Coin, take the warp pipe to reach the alternate exit and unlock the warp cannon.  
**World 3 Warp Cannon (World 3-Ghost House)**—Activate the first ! Switch block and ascend the stairs above you. Continue past the first door and hit the second ! Switch block, then use the moving platform to jump up to the stairs and run further to the right, all the way to the far wall. At the bottom of the stairs there, hit the brick to reveal the third ! Switch block and get ready to run! You must quickly go back up the stairs, over the gap and down the stairs to your left where the second ! Switch block is. If you make it there while the third switch is still activated, you'll see another door next to the second switch. Enter this door and you'll be transported to the alternate exit, unlocking the warp cannon on this stage.

**World 4 Warp Cannon (World 4-Ghost House)**—This door is in the same area as the third Coin on this stage, so you'll have to bring Mini Mario with you to get up there. In the second section, run to the right until you see the green pipe that leads to the exit, but don't go in. As Mini Mario, jump up on top of the pipe, then wall-jump as high as you can against the pipe and move to the right. There will be a ledge that you can reach in the upper right corner of the room. Once on the ledge, wall-jump back and forth up the small tunnel until you get to the door. Enter the door and cross the flagpole to complete the stage, unlocking the path to the warp cannon.

**World 5 Warp Cannon (World 5-Ghost House)**—Just above the door that leads to the second Coin, there is a row of three bricks. Stand on the bricks and jump straight up; you'll hit an invisible block above each one. Jump up onto the newly visible block in the center, then jump straight up to reveal a climbing vine (if you're Super or Fire Mario, you'll have to duck while jumping to find it). Climb the vine and wait for the boxing ghost at the top to clear the bricks for you, then enter the door. You'll then find yourself on an elevator platform. Stand on the platform as it rises and wait as it ascends past the jack-o'-lanterns, shakes back and forth, and then drops back to the bottom. After the drop, it will quickly rise back up to the top and take you straight to the exit door, leading to the flagpole, and the alternate path to the warp cannon.

**Toad Houses, Alternate Paths and Hidden Levels**  
 In addition to the warp cannons, there are several hidden paths, stages and Toad Houses that can be unlocked by taking alternate exits out of specific stages.

**Unlock Toad House and Alternate Path to Tower in World 1 (World 1-2)**—Take the alternate green pipe exit (where Coin 3 is located) to open the path to the red Toad House and a shortcut to the first Tower.

**Unlock World 2-A (World 2-3)**—In the second section, hit the ? block to raise the water level. Swim upward into the next room and hit the second ? block to further raise the water level, allowing you to exit the room via the upper right corner. This leads to the alternate exit, unlocking the path to World 2-A.

**Unlock Toad House in World 2 (World 2-4)**—You'll need a Mini Mushroom to access this path. Past the first Coin, there's an area filled with pipes, Piranha Plants and water. Use your Mini Mushroom and drop down into the water, then run to the left; you'll find a small pipe that leads to the alternate exit, opening a path to the red Toad House at the bottom of the map.

**Unlock World 3-B (World 3-2)**—Just past the first Coin, you'll need to ride an orange mushroom to continue through the stage. As you begin the ride, you should see three pipes jutting out from the top of the stage, colored red, yellow and green. Jump up into the green pipe and you'll be warped to an area with a Spin block and a P Switch block. Hit the Switch block, collect the coins in this room and go down the green pipe on the right. Make your way through the sea of wild orange mushrooms here and at the end you'll find the alternate exit to this stage, unlocking the path to Stage 7-7.

**Unlock Toad House in World 4 (World 4-1)**—While riding the blue sea monster, you'll see a group of bricks with a ? block on each end. Jump from the head of the beast onto the bricks and jump directly in the center to hit a hidden block with a vine leading up. Climb the vine to reach the alternate exit leading to the green mushroom house nearby.

**Unlock Warp Pipe in World 5 (World 5-2)**—Between the midway point and the end of the stage, look for a big ice block with two red Buzzy Beetles patrolling it, and a green pipe with a Piranha Plant coming out of the ceiling. Dodge the Beetles and kill or avoid the Piranha Plant, then jump up into the green pipe. This pipe leads to an alternate exit for this stage and unlocks the path to the warp pipe below it on the map.

**Unlock Second Warp Pipe in World 5 (World 5-B)**—You'll need to bring a Shell Mario to reach the hidden exit here. Just after the midway point, there's a spot where you can wall-jump up and then hop onto the roof to the left. Use Shell Mario to run and break the bricks to clear your way to the alternate exit and a hidden teleport.

**Unlock Toad House and Alternate Path to Tower in World 7 (World 7-Ghost House)**—This one requires a Mini Mushroom. After hitting the ? switch in the first room, enter the door on the lower right. Your goal is a door on the upper left side of the room, but getting to it will be a lot harder than it sounds from this description. Use your Mini Mushroom, then activate the P Switch block in the center of the room. Run to the left, getting as much speed as possible, and jump up to the higher path. When you see the blue wall of bricks, wall-jump off of it and to the right, as high and as far across as you can get. You should be able to reach the ledge above you and the door sitting upon it if you can wall-jump before the P Switch block's effect ends. Enter the door and hop onto the flagpole to exit the stage and unlock the path to a Toad House and a shortcut to the Tower.

**Unlock Toad House and Alternate Path to Castle in World 7 (World 7-4)**—For this one, you'll need another Mini Mushroom. In the upper left corner of the stage, there's a Flying ? block to the left of the third Coin. Use your Mini Mushroom, then use a Spin block to jump up onto the flying block. From the flying block, jump up and to the left into the small crevice just above you, then jump from the crevice up and back around to the left again to get over the cliff. Once you're over, jump up into the small pipe you find there and you'll be brought to the alternate exit. Once you've crossed the flagpole, the path to a Toad House and a shortcut to the Castle will open.

**Unlock World 7-A (World 7-5)**—Just before the end of this stage, in front of the giant Bullet Bill cannon, there is a pyramid of blocks with a Bob-omb pacing atop it. Stomp the Bob-omb and place him on the left side of the bricks, two levels from the top, then carefully run to the left one screen and grab the Bob-omb there before it walks into the pit. Place it into the space you just cleared with the first Bob-omb, and if your bombing skills are up to snuff, you'll blast open a path to the green pipe below. Enter the pipe, collect your coins and take the green pipe on the right to find the alternate exit to this stage. Hopping this flagpole unlocks the path to Stage 7-A.

**Unlock World 7-7 (World 7-6)**—At the midway point for this stage, you'll see two rows of bricks with two Koopa Paratroopers underneath. Break the top row of bricks, then hit the center brick in the bottom row to reveal a vine. Climb the vine to enter a new area with another orange mushroom for you to ride across the stage. At the end of your ride, there will be a green pipe extending from the top of the screen; hop up into it to find the alternate exit to this stage. Exiting here unlocks Stage 7-7.

#### NINTENDOGS

##### Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

##### Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

#### Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooh in the direction of the present. These presents are usually better than the ones that are marked by Question Marks on the map.

#### PING PALS

##### Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that exact second. When the game starts, check the item shop to find the Shantae Background available for sale.

#### PRINCESS NATASHA

##### Cheat Codes

Choose "Extras" from the main menu, then select "Codes" and enter the following cheats:  
**C R U S H L U B E K**—Infinite lives  
**O L E G S G I Z M O**—All gadgets available  
**S M A S H R O B O T**—Extra levels

#### PUYO POP FEVER

##### Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press Up, Down, Left, Right. You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

##### Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press Up, Down, X, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

##### Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

##### Classic Pattern

If you hold the X button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

##### Everybody Puyo POP Cheat

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold L + R and press SELECT.

##### Computer Control

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.

##### Bonus Pictures

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

#### RESIDENT EVIL: DEADLY SILENCE

##### Special Key

If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca.) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.

##### Master of Knifing

Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing." Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing."

#### Rocket Launcher

If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.

Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

#### THE RUB RABBITS!

##### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Sonic Advance 2* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Puyo Pop* cartridge—Unlock 05 accessory in Maniac Dress-Up

Insert *Sonic Battle* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Space Channel 5: Ulala's Cosmic Attack* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Sonic Pinball Party* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

#### SPIDER-MAN 2

##### Unlock All Special Moves

If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spider's special moves will be unlocked when you start a new game or load a saved game.

#### SUPER PRINCESS PEACH

##### Toad Mini-Game

At the "Press Start" screen, hold the R button and press START. You will enter a weird mini-game where your objective is to control Toad and push other Toads off of the screen.

#### TEENAGE MUTANT NINJA TURTLES 3

##### MUTANT NIGHTMARE

##### Cheat Passwords

At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:

**D D R M L R D S**—Changes Life icons into pizza icons

**L L D M S R M D**—Changes Crystals into Santa Claus icons

**S R D S L L M S**—Changes Crystals into Easter egg icons

**D R S S M R L D**—Changes Crystals into jack-o'-lanterns

#### TONY HAWK'S DOWNHILL JAM

##### Cheat Codes

Choose "SkateShop" from the main menu, then select "Buy Stuff" and access the "Enter Code" option. Now you can enter the following cheats:

**B I G S N O W M A N**—Unlocks the abominable snowman outfits

**Z O M B I E A L I V E**—Unlocks the zombie outfits

**S N O W S K 8 T**—Enables the "Always Snowskate" cheat

**M I R O R B A L L**—Enables the "Mirror Mode" cheat

#### TRACE MEMORY

##### Tips

- The first time you meet the blonde man with glasses, give him some of the candy. He'll give you chocolate in return.

- You can save clear data after watching the credits roll by blowing out all the candles on the birthday cake using the DS microphone.

##### Keypad Solutions

**1 1 2 8**—Opens the door leading from the mansion to Slate Hall. You overlay two hummingbird pictures to see it.

**2 3 6 9**—Opens the door leading out of Moss Hall. You overlay two moonlit bay pictures at right angles to see it.

**5 8 1 9 8 3 1 2 2 0**—Opens the door leading into the research lab in the back of the mansion. You can see it if you blow on the foggy window using the DS microphone.

**A S H 8 3 L E Y**

**S A Y 9 1 9 0 K O**—These two codes open the door leading to Trace.

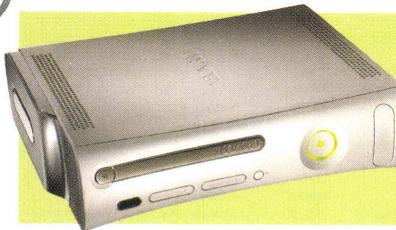
##### Clear Data Bonuses

- When you play through a second time, when you watch the animation in the zoetrope, instead of a bird flying from branch to branch, you'll see a ninja.

- Some of the text in the DTS cards will be different.







# Xbox 360 tips

**AMPED 3****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Unlock all build objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB

Unlock all music—Up, Left, RT, RB, RT, Up, Down, Left, Y, LT

Unlock all clothing, gear, costumes and awesomeness—Y, Down, Up, Left, Right, LB, Right, RT, RT, RB

Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X, X

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

No computer-controlled boarders/skiers—X, X, LB, Down, Right, Right, Up, Y, Y, LT

Super spins—X, X, X, X, Y, Y, Y, X

**BATTLEFIELD 2: MODERN COMBAT****Earn All Weapons**

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

**BLAZING ANGELS****SQUADRONS OF WWII****Main Menu Cheat**

At the main menu, hold LT + RT and press X, LB, RB, Y, Y, RB, LB, X to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

**Pause Menu Cheats**

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, X, Y

Increase damage—Hold LT and press LB, LB, RB, release LT, then hold RT and press RB, RB, LB

**BLITZ: THE LEAGUE****Cheat Passwords**

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes by selecting the corresponding cheat description. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

O N F I R E—Ball trail always on

B O U N C Y—Beach ball

P I P P E D—Double unleash icons

N O T T I R E D—Stamina Off

C L A S H Y—Super Clash

B I G D O G S—Super unleash clash

C H U W A Y—Two-player co-op

**CALL OF DUTY 2****Unlock All Levels**

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y. You'll hear a sound to confirm the code and all the levels will be unlocked.

**CALL OF DUTY 3****Unlock All Chapters**

Choose "Chapter Select" from the main menu, then hold BACK and press Right, Right, Left, Left, X, X. All Chapters will now be unlocked.

**CARS****Cheat Codes**

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

**I M S P E E D**

Faster acceleration  
V R O O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles  
M A T T L 6 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games  
C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

**CONDEMNED: CRIMINAL ORIGINS****Unlock All Levels**

Create a new Gamer Profile with the name ShovelFighter on your Xbox 360. Sign in to this profile and choose "Load Chapter" from the main menu and you'll be able to select any level.

**FIGHT NIGHT: ROUND 3****Unlock All Venues in Free Play Mode**

Select "Create Champ" at the main menu; then, under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name.

**FULL AUTO****Unlock All Vehicles, Tracks and Weapons**

From the Xbox 360 Dashboard, create a new Gamertag named "magicman". Start up Full Auto while signed in to this Gamertag and all tracks, vehicles and weapons will be unlocked in all game modes.

**THE GODFATHER: THE GAME****Cheat Codes**

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

**Unlock All Movies in the Film Archive**

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, X, Left Thumbstick. You'll hear a sound to confirm that the code has been entered correctly, and all of the movies will be unlocked.

**MAJOR LEAGUE BASEBALL 2K6****Cheat Passwords**

Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:

Last Chance—Fielders can scale any wall

Crazy Hops—Balls spring off the ground higher than normal

Gotcha—Enhanced throwing power for fielders

Unhittable—Pitches curve and break in a dramatic fashion

Lookin Good—Unlock all classic jerseys

Home Sweet Home—Unlock all classic stadiums

Ghosts of Greatness—Unlock all classic teams

Dream Team—Unlock Topps 2K Sports team

Game On—Unlock all extras

Black Sox—Unlock all cheats

Derek Jeter—Unlock everything

**MARVEL: ULTIMATE ALLIANCE****Cheat Codes**

Select "Review" from the main menu and enter any of the following codes:

Unlock all Cinematics—Up, Left, Left, Up, Right, Right, Up, START

Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Down, START

Unlock all Comics—Left, Right, Right, Left, Up, Up, Right, START

Unlock all Load Screens—Up, Down, Right, Left, Up, Up, Down, START

**Unlock All Comic Missions**

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

**More Cheat Codes**

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes:

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START

All characters become level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

**Character Cheat Codes**

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfitts—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START

Unlock Daredevil—Left, Left, Right, Right, Up, Down, Up, Down, START

Unlock Silver Surfer—Down, Left, Left, Up, Right, Up, Down, Left, START

**Even More Cheat Codes**

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

**NBA 2K6****Cheat Passwords**

Enter the following codes by accessing the "Codes" option from the Features menu:

ballers—Unlock Celebrity Street Option

nba2k6—Unlock 2K6 Team

2ksports—Unlock 2K Sports team

vcteam—Unlock VC team

31andonly—Unlock 2005-06 Pacers uniform

bos 2nd—Unlock Celtics Secondary uniform

cle 2nd—Unlock Cavaliers Secondary uniform

det 2nd—Unlock Pistons Secondary uniform

sac 2nd—Unlock Kings Secondary uniform

den 2nd—Unlock Nuggets Secondary uniform

chi retro—Unlock Bulls Retro uniform

hou retro—Unlock Rockets Retro uniform

lac retro—Unlock Clippers Retro uniform

mem retro—Unlock Grizzlies Retro uniform

mia retro—Unlock Heat Retro uniform

nj retro—Unlock Nets Retro uniform

no retro—Unlock Hornets Retro uniform

ny retro—Unlock Knicks Retro uniform

orl retro—Unlock Magic Retro uniform

phx retro—Unlock Suns Retro uniform

sea retro—Unlock Sonics Retro uniform

was retro—Unlock Wizards Retro uniform

kobe—Unlock Nike Zoom Kobe 1 shoes

czarlylift—Unlock Nike Shox MTX shoes

lebronsummerskicks—Unlock Nike Zoom 20-5-5 shoes

anklebreakers—Unlock Nike Up Tempo Pro shoes

**PowerBar Cheat Codes**

Enter the following codes at the PowerBar vending machine inside the Crib:

lockdown—Unlock +10 Defensive Awareness cheat

getaclue—Unlock +10 Offensive Awareness cheat

noinjury—Unlock Max Durability cheat

nrgmax—Unlock Unlimited Stamina cheat

pink—Unlock PowerBar tattoo in the Create Player mode

**NEED FOR SPEED: CARBON****Cheat Codes**

Enter the following codes at the main menu to unlock the corresponding cheat. When you enter a working code a confirmation message with a description of the code will appear on the screen.



Infinite Crew Charge—Down, Up, Up, Right, Left, Left, Right, X  
 Infinite Nitrous—Left, Up, Left, Down, Left, Down, Right, X  
 Infinite Speedbreaker—Down, Right, Right, Left, Right, Up, Down, X  
*Need for Speed Carbon Logo Vinyls* unlocked—Right, Up, Down, Up, Down, Left, Right, X  
*Need for Speed Carbon Special Logo Vinyls* unlocked—Up, Up, Down, Down, Down, Up, X  
 Unlock Castrol cash—Down, Up, Left, Down, Right, Up, X, B

**NEED FOR SPEED: MOST WANTED****Cheat Codes**

Enter the following codes at the title screen. A confirmation message will appear each time you enter a code correctly.

Unlock the Castrol SYNTEC version of the Ford GT—Left, Right, Left, Right, Up, Down, Up, Down  
 Unlock the Junkman engine in the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down  
 Unlock a Marker in the Backroom of the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down  
 Unlock the Burger King Race in the Challenge Series—Up, Down, Up, Down, Left, Right, Left, Right

**NHL 2K6****Cheat Code**

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use LT or RT to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note: only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

**PETER JACKSON'S KING KONG  
THE OFFICIAL GAME OF THE MOVIE****Cheat Codes**

At the main menu (the one that says "Play," "Options" and "Extras"), hold LB + RB + LT + RT, press Down, Up, Y, X, Down, Down, Y, Y, then release LB + RB + LT + RT. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

lance 1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtigun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

**QUAKE 4****Cheat Codes**

At any time during gameplay, press BACK and enter any of the following codes when the Objectives window appears. Be quick, though, because the game doesn't pause and you're vulnerable to attack.

Full health—B, A, B, A, Up, Up, Down, X

Health meter never goes below 1 (falling will still kill you)—Down, Up, Down, Down, Up, Right, Left, Right, Y, X, A

Unlock all weapons, earn 100% health and 100% armor—Up, Up, Down, Down, Left, Right, Left, Right, B, A

**RUMBLE ROSES XX***Swap Characters' Intro Music and Dance Themes*

At the "Vs." screen just before the match starts, hold LT and press A; the characters' intro themes will swapped when the match starts.

**SAINTS ROW****Cheat Codes**

At any time during gameplay, pause the game to bring up the pause menu and press either LT or RT until you reach the "Phone" menu. Enter any of the following codes to unlock the desired cheat; you can then toggle the cheat on or off by entering the "Cheats" menu on the phone.

# 7 8 6 6 9—Clear Skies cheat  
 # 7 4 3 7 4 3 7 3—Give 44 cheat  
 # 1 2 4 2 8 4 3—Give 12 Gauge cheat  
 # 2 7 1 2 7 4 6 8—Give AS12 cheat  
 # 3 3 7 3 3 5 2 6 2 3—Give Ferdelance cheat  
 # 4 3 4 2 5 0—Give Gdhc cheat  
 # 4 7 3 6 2 3 3—Give Grenade cheat  
 # 5 6 4 3 3—Give Knife cheat  
 # 6 6 5 6 8 6 8—Give Molotov cheat  
 # 6 7 4—Give NR4 cheat  
 # 6 4 4 4 8 7 8 4 2 5—Give Nightstick cheat  
 # 7 4 7 3 2 6 6 2—Give Pipebomb cheat  
 # 7 2 8 8 5 3 7—Give Rattler cheat  
 # 7 6 2 5 3 8—Give RPG cheat  
 # 8 3 5 8 7 2 2 6—Give T3K cheat  
 # 8 6 6 2 7 8 6 6 3—Give Tombstone cheat  
 # 8 4 2 3 9—Give VICE9 cheat  
 # 9 3 6 4 8 4—Give Zenith  
 # 3 8 5 5 4 3 2 5 8 4—Full Health cheat  
 # 2 7 4 0 9 8 6 3—Give AR40 cheat  
 # 5 6 5 7 8 5 6 8—Give K6 cheat  
 # 6 6 6 3 9—Give Cash cheat  
 # 1 0—Wrath of God cheat  
 # 7 4 6 7 2 2 6 3—Give Pimp Cane cheat  
 # 6 2 2 6 2 6 8 7—Give McManus cheat  
 # 2 6 6 6—Infinite Ammo cheat  
 # 7 7 7 4 6 8—Infinite Sprint cheat  
 # 6 6 2 6 7 7—No Cop Notoriety cheat  
 # 6 6 4 2 6 4 7—No Gang Notoriety cheat  
 # 7 4 6 4 8 6—Give Shogun cheat  
 # 2 8 5 5 3 6 4—Give Bulldog cheat  
 # 2 2 7 3 2 2 5 5—Give Baseball Bat cheat  
 # 6 2 4—Give Mag cheat  
 # 2 7 8 2—Give Aqua cheat  
 # 2 6 2 4 6 7—Give Anchor cheat  
 # 2 2 7 6 6—Give Baron cheat  
 # 2 6 6 7 8 6 6—Give Compton cheat  
 # 4 8 6 7 5 4 6 4 3 7—Give Gunslinger cheat  
 # 4 2 6 6 3 7 4 3 2 3—Give Hammerhead cheat  
 # 6 3 9 6 2 6—Give Newman cheat  
 # 7 8 2 7 2 7—Give Quasar cheat  
 # 2 3 8 7 9—Give Betsy cheat  
 # 2 2 8 2 5 5 2 7 6—Give Cavallaro cheat  
 # 4 2 5 2 3 7 3—Give Halberd cheat  
 # 5 3 9 7 8 6 6 3—Give Keystone cheat  
 # 8 2 9 4—Give Taxi cheat  
 # 8 7 2 9 9 6 2 7 8 3 7—Give Traxxmaster cheat  
 # 2 6 7 6 6 7—Give Cosmos cheat  
 # 3 3 7 8 4 6 9—Give Destiny cheat  
 # 5 8 7 8 4 2 3—Give Justice cheat  
 # 5 6 6 6 3 6—Give Komodo cheat  
 # 6 6 7 3 2 3 7 4—Give Nordberg cheat  
 # 7 8 6 8 2—Give Quota cheat  
 # 7 3 2 7 3 7—Give Reaper cheat  
 # 8 4 8 2 6—Give Titan cheat  
 # 8 6 7 8 3 9—Give Vortex cheat  
 # 2 6 2 8 5 2 6 2 3—Give Ambulance in your garage  
 # 2 6 8—Give Ant cheat  
 # 3 2 4—Give FBI cheat  
 # 4 6 5 5 9 6 6 3—Give Hollywood cheat  
 # 8 4 3 5 6 2—Give The Job cheat  
 # 4 2 6 3 7 8 6 7—GameStop cheat  
 # 8 6 9 3 5—Give Voxel cheat  
 # 6 3 5 7 6 6—Give Nelson cheat  
 # 9 4 7 2 6 6—Give Zircon cheat  
 # 9 4 6 6 7—Give Zimos cheat  
 # 7 4 2 6 2 4 3 8—Give Ricochet cheat  
 # 5 2 3 8 3 7 9 2—Give Lafuerza cheat  
 # 6 6 2 5 4 6 4 2 4 7 3—Give Mockingbird cheat  
 # 7 8 4 5 5 3 8 8 6—Give Stiletto cheat  
 # 3 4 7 9 6 5 3—Give Eiswolf cheat  
 # 9 6 6 5 2 4—Give Zomkash cheat  
 # 8 3 6 6 6—Give Venom  
 # 9 3 7 8 2 8 7 9—Give Westbury cheat  
 # 4 2 6 6 4 2 2 5—Give Hannibal cheat  
 # 7 2 9 2 2 7 8 3 7—Give Raycaster cheat  
 # 3 3 5 4 8 3 7 9—Give Delivery Truck cheat  
 # 7 6 2 4 2 5 4 8 3—Give Socialite cheat  
 # 8 4 6 7 6 4 6 6 3—Give Thorogood cheat  
 # 8 2 7 7 4 8 9—Give Varsity  
 # 7 2 6 7 2 4 3—Give Rampage cheat  
 # 7 8 2 5 8 7—Give Ruckus cheat  
 # 7 5 4 6 4 7 4 6 8—Give Slingshot cheat

**SUPERMAN RETURNS****Cheat Codes**

At any time during gameplay and after completing the first set of gladiator battles, pause the game and enter the following codes at the pause menu. You'll hear a sound after entering each code correctly.

Unlock all Ground and Air Moves/earn maximum rank Super Breath, Freeze Breath and Heat Vision—Left, Y, Right, X, Down, Y, Up, Down, X, Y, X

Unlock all Costumes, Trophies and Bonus Theater items—Left, Up, Right, Down, Y, X, Y, Up, Right, X  
 Infinite stamina—Up, Up, Down, Down, Left, Right, Left, Right, X  
 Infinite Metropolis health meter—Y, Right, Y, Right, Up, Left, Right, Y  
 Unlock Bizarro Rampage—Up, Right, Down, Right, Up, Left, Down, Right, Up

**TIGER WOODS PGA TOUR 06****Cheat Passwords**

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:

v i c t o r y—Unlock Vijay Singh in all Game Modes  
 i t s i n t h e g a m e—Unlock all golfers  
 e y e c a n d y—Unlock all courses  
 g o l d e n b e a r—Unlock Nicklaus brand items in the Pro Shop  
 g o l f i s f u n—Unlock EA Sports Gold Collection  
 ball  
 c l u b s 1 1—Unlock all gold clubs

**TOM CLANCY'S GHOST RECON****ADVANCED WARFIGHTER****Unlock All Missions in Campaign Mode**

Choose "Missions" from the Campaign menu. At the Missions menu, hold LT + RT + BACK and press Y, RB, Y, RB, X.

**Cheat Codes**

At any time during gameplay, pause the game, then hold LT + RT + BACK and enter any of the following codes:

Invincibility—Y, Y, X, RB, X, LB  
 Team invincibility—X, X, Y, RB, Y  
 Infinite ammo—RB, RB, LB, X, LB, Y  
 Restore Mitchell's health—LB, LB, RB, X, RB, Y

**TONY HAWK'S AMERICAN WASTELAND****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you may need to start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.

g r i n d X p e r t—Perfect rail balance  
 h i t c h a r d e—Perfect skitch balance  
 2 w h e e l s !—Perfect manual balance  
 2 t h e m 0 0 n—Moon gravity  
 t h e \_ c o n d o r—Unlock Mat Hoffman

**TONY HAWK'S PROJECT 8****Cheat Codes**

From the main menu, go to the "Options" menu and enter the following codes in the cheat codes menu. After you select "done" you should hear a guitar riff as a confirmation sound.

p l u s 4 4—Unlock Travis Barker in Free Skate mode  
 h o h o h o s o i—Unlock Christian Hosoi in Free Skate mode  
 m i x i t u p—Unlock Kevin Staab in Free Skate mode  
 s u c k s t o b e d e a d—Unlock Officer Dick in Free Skate mode  
 n o t m o n o—Unlock Jason Lee in Free Skate mode  
 e n t e r a n d w i n—Unlock Grim "Ripper" in Free Skate mode  
 t h e m e d i a—Unlock Photographer and Filmer in Free Skate mode  
 m i l i t a r y m e n—Unlock Security Guard and Colonel in Free Skate mode  
 w e a r e l o s e r s—Unlock Bum and Nerd in Free Skate mode  
 m a n i n e e d a d a t e—Unlock Beaver Mascot in Free Skate mode  
 s h e s c a r e s m e—Unlock Pat in Free Skate mode  
 s t r a n g e f e l l o w s—Unlock Local Skater and Dad in Free Skate mode  
 n e e d a r i d e—Unlock all Decks in Career mode  
 y o u g o t i t a l l—Unlock all Specials in Career mode

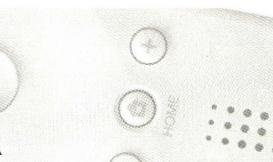
**X-MEN: THE OFFICIAL GAME****Cheat Codes**

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—Right, Right, Left, Left, Down, Up, Down, Up, START  
 Unlock Wolverine's Danger Room Challenge—Down, Down, Up, Up, Right, Left, Right, Left, START  
 Unlock Nightcrawler's Danger Room Challenge—Up, Up, Down, Down, Left, Right, Left, Right, START



# wii tips



**NOTE:** When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing Up on the D-pad when the Wii Remote is vertical is not the same as pressing Up when it's horizontal, because the D-pad is rotated along with the controller.

## AVATAR: THE LAST AIRBENDER

### Cheat Codes

Choose "Extras" from the main menu, then select "Code Entry" and enter any of the following codes:  
9 4 6 7 7—Unlimited health  
2 4 4 6 3—Unlimited Chi  
2 3 6 3 7—Unlimited Copper  
3 4 7 4 3—Double damage  
5 3 4 6 7—Neverending stealth  
5 4 6 4 1—1-hit dishonor  
9 7 8 3 1—Unlock the Character Concept Art Gallery  
3 7 4 3 7—Unlock all Treasure Maps

## BARNYARD

### Cheat Codes

Hold C + Z on the Nunchuk at the main menu and enter the following codes using the D-pad of the Wii Remote:  
Unlock all Bonus items—Up, Right, Down, Left, Left, Down, Right, Up  
Unlock all Antics—Up, Left, Down, Right, Right, Down, Left, Up  
*More Cheat Codes*  
At any time during gameplay, hold C + Z on the Nunchuk and enter the following codes using the D-pad of the Wii Remote:  
Earn 9,999 Gopher Bucks—Down, Down, Left, Left, Left, Left, Up, Left  
Earn all Knapsack and Flower Pack items—Down, Down, Up, Right, Left, Left, Right, Up

## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold **+** and press Right, Right, Left, Left, 2. All Chapters will now be unlocked.

## ECCO THE DOLPHIN (Virtual Console)

### Super Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next,

enter the following code on the particular controller you're using:

Wii Remote—Right, 1, 2, 1, 2, Down, 2, Up  
Classic Controller—Right, B, A, B, A, Down, A, Up  
GameCube Controller—Right, A, X, A, X, Down, X, Up  
A cheat menu will appear, offering such options as stage select, invincibility and more.

## MARVEL: ULTIMATE ALLIANCE

### Cheat Codes

Select "Review" from the main menu and enter any of the following codes:

Unlock all Cinematics—Up, Left, Left, Up, Right, Right, Up, +

Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Down, +

Unlock all Comics—Left, Right, Right, Left, Up, Up, Right, +

Unlock all Load Screens—Up, Down, Right, Left, Up, Up, Down, +

*Unlock All Comic Missions*

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, +.

*More Cheat Codes*

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes:

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, +

All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, +

*Character Cheat Codes*

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:  
Unlock all characters—Up, Up, Down, Down, Left, Left, Left, +

Unlock all outfits—Up, Down, Left, Right, Left, Right, +

Unlock all powers—Left, Right, Up, Down, Up, Down, +

Unlock Daredevil—Left, Left, Right, Right, Up, Down, Up, Down, +

Unlock Silver Surfer—Down, Left, Left, Up, Right, Up, Down, Left, +

*Even More Cheat Codes*

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, +

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, +

Super speed—Up, Left, Up, Right, Down, Right, +

## SOLOMON'S KEY (Virtual Console)

### Continue

When you lose your last life, you can continue at the last level you reached by pressing Up + 1 + 2 at the screen that shows your score. (On the Classic Controller, press Up + A + B.)

## SPOONIEBOB SQUAREPANTS

### CREATURE FROM THE KRUSTY KRAB

#### Cheat Passwords

See page 83 for a list of GameCube passwords for this game; the same codes work on the Wii.

## TOEJAM & EARL (Virtual Console)

### Obtain Rocket Ship Pieces

Enter the following code on the Wii Remote while the game is paused: Press Up + A + 1 + 2 simultaneously, then Right + A, then Down + 1, then Left + 2. (If you're using the Classic Controller, press Up + Y + B + A simultaneously, then Right + Y, then Down + B, then Left + A.) You will hear a sound to confirm that the code has been entered correctly. You will now have all but one of the rocket ship pieces. Go to the next level to find the last piece.

## TONY HAWK'S DOWNHILL JAM

### Cheat Codes

Choose "Options" from the main menu, then choose "Cheat Codes" and enter any of the fol-

lowing codes at the menu that appears:

I M I N T E R F A C I N G—Unlock all skaters

R A I D T H E W O O D S H E D—Unlock all skateboard and outboards

A D V E N T U R E S O F K W A N G—Unlock all events

F R E E B O Z Z L E R—Unlock all movies

O T T B A G H F O R E V E R—Unlock Free Boost cheat

P O I N T H O G G E R—Unlock Always Special cheat

I M I S S M A N U A L S—Unlock Unlock Manuals cheat

L I K E T I L T I N G A P A L A T E—Unlock Perfect Rail cheat

T I G H T R O P E W A L K E R—Unlock Perfect Manual cheat

I M A B O B—Unlock Perfect Stats cheat

W A T C H F O R D O O R S—Unlock Extreme Car Crashes cheat

F I R S T P E R S O N J A M—Unlock First Person Skater cheat

C H I M N E Y S W E E P—Unlock Shadow Skater cheat

E V I L C H I M N E Y S W E E P—Unlock Demon Skater cheat

D O W N T H E R A B B I T H O L E—Unlock Mini Skater cheat

I W A N N A B E T A L L T A L L—Unlock Giga-tanto-Skater cheat

N O W Y O U S E E M E—Unlock Invisible Skater cheat

F O U R L I G H T S—Unlock Skate as a Work of Art cheat

H E L L O H E L L I U M—Unlock Chipmunk Voices cheat

T O N Y F I S H D O W N H I L L J A M—Unlock Power Of The Fish! cheat

D I S P L A Y C O O R D I N A T E S—Unlock Display Coordinates cheat

B I R D B I R D B I R D B I R D—Unlock Especially Large Birds cheat

S H R I N K T H E P E O P L E—Unlock Tiny People cheat



# PlayStation 3 tips

## BLAZING ANGELS: SQUADRONS OF WWII

### Main Menu Cheat

At the main menu, hold L2 + R2 and press □, L1, R1, △, ▲, R1, L1, □ to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

### Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:  
God mode—Hold L2 and press □, △, ▲, □, release L2, then hold R2 and press △, ▲, □, □  
Increase damage—Hold L2 and press L1, L1, R1, release L2, then hold R2 and press R1, R1, L1

## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold SELECT and press Right, Right, Left, Left, □. All Chapters will now be unlocked.

## FULL AUTO 2: BATTLELINES

### Cheat Codes

Choose "Settings" from the main menu, then select "Extras" and access the "Cheat Codes" option to enter the following password:  
1 0 E 6 C U S T O M E R—Unlock Sceptre vehicle and Mini-Rockets in Arcade mode

## MARVEL: ULTIMATE ALLIANCE

### Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

### Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes.

Earn 100,000 coins—Up, Up, Left, Right, Left, START

All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

*Character Cheat Codes*

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:  
Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfits—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START

*Even More Cheat Codes*

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

### NBA 07

#### Team Jerseys Cheat Codes

Select "Options" from the main menu, then "Trophy Room" and "Team Jerseys." Press □ to enter codes to unlock alternate jerseys.

### J K L 8 4 6 E T K 5

—Charlotte Bobcats 2006

N B 7 9 D 9 6 5 D 2—New Jersey Nets 2006

2 2 8 G G 7 5 8 5 G—Utah Jazz 2006

P L 5 2 8 5 F 3 7 F—Washington Wizards 2006

### NBA 2K

#### Cheat Codes

Choose "Features" from the main menu, then select "Codes" and enter any of the following passwords to unlock the corresponding cheat. When you enter a correct password, you'll see a confirmation message pop up on the screen with a description of the code.

n o r e s t—Unlock Unlimited Stamina

i r o n m a n—Unlock Max Durability

g e t s t o p s—Unlock +10 Defensive Awareness

i n t e n s i o n—Unlock +10 Offensive Awareness

b e s t s i m—Unlock NBA 2K Team

r t a 1 s p e—Unlock Superstars

t n s 9 r o i—Unlock International All-Stars

### NEED FOR SPEED: CARBON

#### Cheat Codes

Enter the following codes at the main menu to unlock the corresponding cheat. A confirmation message with a description of each code will appear on the screen.

Infinite Crew Charge—Down, Up, Up, Right, Left, Right, □

Infinite Nitrous—Left, Up, Left, Down, Left, Down, Right, □

Infinite Speedbreaker—Down, Right, Right, Left, Right, Up, Down, □

### TONY HAWK'S PROJECT 8

#### Cheat Codes

From the main menu, go to the "Options" menu and enter the following codes in the cheat codes menu:

p l u s 4 4—Unlock Travis Barker in Free Skate mode

h o h o h o s o i—Unlock Christian Hosoi in Free Skate mode

m i x i t u p—Unlock Kevin Staab in Free Skate mode

s u c k s t o b e d e a d—Unlock Officer Dick in Free Skate mode

n o t m o n o n o—Unlock Jason Lee in Free Skate mode

e n t e r a n d w i n—Unlock Grim "Ripper" in Free Skate mode

t h e m e d i a—Unlock Photographer and Filmer in Free Skate mode

m i l i t a r y m e n—Unlock Security Guard and Colonel in Free Skate mode

w e a r e l o s e r s—Unlock Bum and Nerd in Free Skate mode

m a n i n e e d a d a t e—Unlock Beaver Mascot in Free Skate mode

s h e s c a r e s m e—Unlock Pat in Free Skate mode

s t r a n g e f e l l o w s—Unlock Local Skater and Dad in Free Skate mode

n e e d a r i d e—Unlock all Decks in Career mode

y o u g o t i t a l l—Unlock all Specials in Career mode



# ACTION REPLAY CODES

**Codes for use with Action Replay MAX Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube and Game Boy Advance)**



## PlayStation 2

### Capcom Classics Collection Vol. 2

6HMX-ERF8-DXX9B + AX2A-6EYQ-PGZQA—[M] Must be on  
 1W4N-JCZ8-91MKA—Unlock Bonus Content codes:  
 UDY7-NVZQ-8CMV6 + 4H7U-8HF2-891M1 +  
 Q0H2-NRQ6-UVKC6—Unlock 1941 bonus content  
 GXAQ-74XU-P2BP5 + 5J5R-MD6V-ZDW0R +  
 Q0H2-NRQ6-UVKC6—Unlock Avengers bonus content  
 CG2T-R5GD-03HQZ + 7C7W-T7X3-CJ76R +  
 Q0H2-NRQ6-UVKC6—Unlock Black Tiger bonus content  
 3MTM-DUPY-KUUAK + Y0T7-05Y1-K95XY +  
 Q0H2-NRQ6-UVKC6—Unlock Block Block bonus content  
 AQU0-RUUA-XV95Z + 254F-KEMM-0C8Y2 +  
 Q0H2-NRQ6-UVKC6—Unlock Captain Commando bonus content  
 03TU-1BHK-8N73C + 8KY6-2N5B-C2RTK +  
 Q0H2-NRQ6-UVKC6—Unlock Eco Fighters bonus content  
 YY4V-2GVY-EDFWX + BATU-RP6E-Y3Y0D +  
 Q0H2-NRQ6-UVKC6—Unlock King of Dragons bonus content  
 GX4N-DK6P-EZ96Q + M4HQ-MJDN-C1K9E +  
 Q0H2-NRQ6-UVKC6—Unlock Knights of the Round bonus content  
 73DP-EHJH-PAF6E + 8NU9-JVP9-1U297 +  
 Q0H2-NRQ6-UVKC6—Unlock Last Duel bonus content  
 6YBX-HJC7-3ACTZ + 9U8V-N945-DNRWP +  
 Q0H2-NRQ6-UVKC6—Unlock Magic Sword bonus content  
 H5QB-GWK3-Y66E7 + 219X-16TJ-6XJPB +  
 Q0H2-NRQ6-UVKC6—Unlock Mega Twins bonus content  
 6DUF-PP99-QVZQ2 + B7UJ-ZWZV-Q24WE +  
 Q0H2-NRQ6-UVKC6—Unlock Quiz & Dragons bonus content  
 C8J7-A128-7RNBV + GBDY-2C6N-DH3B1 +  
 Q0H2-NRQ6-UVKC6—Unlock Side Arms bonus content  
 8QK2-0227-R561T + 9UDH-V11P-B8K6Y +  
 Q0H2-NRQ6-UVKC6—Unlock Street Fighter bonus content  
 VTF4-HJY0-UJGMR + FZJ7-WKB7-D2F44 +  
 Q0H2-NRQ6-UVKC6—Unlock Strider bonus content  
 WKF8-01XB-NJQNK + TTCN-EZ8G-CCPPZ +  
 Q0H2-NRQ6-UVKC6—Unlock Super Street Fighter II Turbo bonus content  
 ZT2W-W8FR-VDPDT + FB2P-ET6R-FNAM9 +  
 Q0H2-NRQ6-UVKC6—Unlock The Speed Rumbler bonus content  
 NZZ0-7JMA-89X7H + 3TP0-X4AU-RQV8D +  
 Q0H2-NRQ6-UVKC6—Unlock Three Wonders bonus content  
 CPW0-PKKG-WJM5W + 5PJR-G814-ZBBR3 +  
 Q0H2-NRQ6-UVKC6—Unlock Tiger Road bonus content  
 1Y1N-95M1-C7FX2 + 9TG7-ZAV5-Q2HX4 +  
 Q0H2-NRQ6-UVKC6—Unlock Varth bonus content

### Rayman: Raving Rabbids

H91A-77D8-CJPBT + Y0MN-8W6U-HCD9K—[M] Must be on  
 VZZE-C587-PZC52 + RMWY-JNEP-GNPPX—Disable timer

6CCP-RHQE-BXVWV + 69RD-VDHJ-U87RU—Super scoring

### SOCOM Combined Assault

VVZD-UAJQ-BBQYW + CZ17-Z3MX-0K0WX +  
 DX5Y-JAM4-6JPZ3 + YZGY-JZMM-DU5CK +  
 OR20-T2ZC-K2QWZ + ZJ6G-J4FA-KCTNJ +  
 2CF1-YVTX-2A4T0 + 249B-WQXK-MJFZM +  
 2EDR-35C3-D4TX9 + 5ZHJ-C5XQ-YU0QJ +  
 5DE9-DUXA-W78DR + XV3B-JN3E-JBMVJ +  
 DR2D-Z51J-A1R3J + 9GWT-9MGW-1ZNMY +  
 M92K-0AXQ-2PC03 + 03AH-5PBC-9K2T7 +  
 1RT7-V221-WTXPD—[M] Must be on  
 JQN2-Q8K0-31EFV + WX62-8V5U-VQ18Q +  
 YD1R-WU7Y-ANRPN + ATDU-B6UC-WY9T7 +  
 CXR1-G0MD-F6AVD + D4DH-ZVM9-EKQZK—[M] Must be on if your AR MAX is version 3.14 or lower  
 E8VA-KBYD-4UF9T + RZAD-N5CF-8WGRF—Infinite ammo/medkits  
 RT5E-4ZM9-MM807 + B8YE-BY22-4JTMM—Poor AI  
 X5D5-4DE5-NYAD3 + 82AY-NT0M-EA9D5—Big jumps  
 K18A-E5P6-JMUVE + 2CVF-6MAY-CHNBG—Bigger jumps  
 M1DZ-VX31-AD87K + 14A4-243Y-23MY9—Massive jumps  
 DNGC-P0XX-YX0DD + Z6V3-EBN1-V2MNW—Protect from falls  
 JPX2-BQDY-D12K9 + 4CEW-B6K6-KH1RK +  
 N8JV-PNDR-RNHYX + 26QQ-MQ9G-YKKQH +  
 DKXT-YK73-PCTQZ + CPJ0-A45G-TUXQ1 +  
 M92V-DFKZ-UVBUG + K80N-Z0P1-QWBDE +  
 962B-P235-5WVAP—Infinite health

### Tiger Woods PGA Tour 07

RG4X-RKF7-7R7U + 8NEV-CHWT-8VJRH +  
 6E9V-5C0G-GU5EB + EMR3-86PR-YC121 +  
 6P9F-K63Y-W37J0 + 9VU2-P41G-VBE2E +  
 NV54-C16F-ZDZ6Y + 3WZE-9A8C-PKRUN +  
 7JYQ-QM0M-QXH3F + 65M2-PN98-CYXG2 +  
 CPER-RBJP-AGMAT + H326-1AEA-CAZ9H +  
 2DM1-Z790-XCYJD + QXFB-YZN4-7BBA2 +  
 HB32-F0ET-56FB8 + 03AH-5PBC-9K2T7 +  
 W9YU-H7UJ-981M5—[M] Must be on  
 RC9Z-U96Q-3UTP1 + 3PYF-97C6-JQG70—Money increases when spent  
 Q5J2-6YQX-GDXN6 + ZPN4-4N0B-0FX4R—Upgrade points never decrease

## GameCube

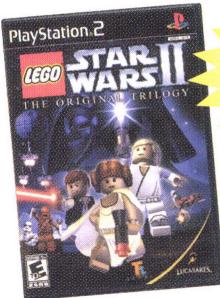
### The Legend of Zelda: Twilight Princess

RMMMP-KX6K-NUCPF + UXWR-Q9Q3-6EBAY—[M] Must be on  
 NJQN-7Q9P-2V54J + ZB6G-442D-8GPDK + CRAT-YRED-0NXGG + Y7YF-048T-0UQRW + 7TVX-B4W4-81T8X—R button + D-pad **Left/Right** controls fog  
 Y661-9ZME-AEGGV + ZB6G-442D-8GPDK + FGD6-2B9C-JAUUQ + Y7YF-048T-0UQRW + D27X-6YFD-KYRJK—R button + D-pad **Left/Right** controls time



**DO YOU KNOW THE SECRET OF THE**

# **MYSTERY CODES?**



**MYSTERY CODES  
SOLVED!**

Congratulations to Steven Wilson of Cambridge, Ohio, for being the first person to correctly solve Mystery Code #83 for *LEGO Star Wars II*, as seen in issue #142.

After entering the code CL4U5H at the Mos Eisley Cantina counter, you will have the option of selecting a red stocking-style hat for your character when customizing them. We received a lot of letters correctly identifying the effects of this code, but Steven beat everyone by a few days. Well done!



John Cogswell IV of Palmyra, Virginia, was the first reader to solve Mystery Code #87, another *LEGO Star Wars II* code. The code NBP398, which appeared in issue #143, unlocks an extra disguise after you have purchased the option from the Mos Eisley cantina. When selecting your disguise, you will be given a second option called "Disguise: 2," which gives all characters red clown noses. Great job, John—your *TIPS & TRICKS* backpack is on its way!



Congratulations to Melanie Calabro of Otego, New York for solving Mystery Code #90, our third *LEGO Star Wars II* Mystery Code (from issue #144). When you enter the code TYH319, you unlock another disguise after you have purchased the disguise option from the Mos Eisley cantina. When selecting your disguise, you will be given a third option called "Disguise: 3," which gives all characters glasses, white eyebrows and white beards. Melanie chose the *TIPS & TRICKS* hat as her prize, which we will send to her home A.S.A.P.!



**MYSTERY CODES  
SOLVED!**

Andrew Punchak of Fife, Washington wrote in and claimed to have solved 28 of our Mystery Codes at once! We're still going through his answers to verify them, but here's a batch of codes from *Sly 3: Honor Among Thieves* that definitely work the way Andrew says they do. These codes originally appeared in issue #129 and were all grouped together (with 10 other *Sly 3* codes!) as Mystery Code #50. Enter them while the game is paused.

Restart Episode 1, Day 1—Left, R2, Right, L1, R2, L1  
 Restart Episode 1, Day 2—Down, L2, Up, Left, R2, L2  
 Restart Operation Tar Be-Gone—Down, L2, R1, L2, R1, Right  
 Restart Episode 2, Day 1—Right, L2, Left, Up, Right, Down  
 Restart Episode 2, Day 2—Down, Up, R1, Up, R2, L2

Restart Operation Moon Crash—L2, Up, Left, L1, L2, L1

Restart Episode 3, Day 1—R2, R1, L1, Left, L1, Down

Restart Episode 3, Day 2—L2, R1, R2, L2, L1, Up

Restart Operation Turbo Dominant Eagle—Down, Right, Left, L2, R1, Right

Restart Episode 4, Day 1—Left, Right, L1, R2, Right, R2

Restart Operation Laptop Retrieval—L2, Left, R1, L2, L1, Down

Restart Episode 4, Day 2—L1, Left, L2, Left, Up, L1

Restart Operation Wedding Crasher—L2, R2, Right, Down, L1, R2

Restart Episode 5, Day 1—Left, R2, Right, Up, L1, R2

Restart Episode 5, Day 2—R2, R1, L1, R1, R2, R1

Restart Operation Reverse Double Cross—Right, Left, Up, Left, R2, Left



Each code will only work in one specific level. If you're going for 100% completion, restarting will allow you to go back and get anything you missed the first time around.

Nice job, Andrew! We'll get in touch when we figure out what the "mystery prize" we promised is going to be.

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